
Escape to the Wilds
Sorcery
Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.
You may play an additional land this turn.
Getting outside was imperative—that's where they keep the warmest sunbeams.
R 1916
SLD • EN Ashley Mackenzie
™ & © 2025 Wizards of the Coast


Escape to the Wilds
Sorcery
Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.
You may play an additional land this turn.
Getting outside was imperative—that's where they keep the warmest sunbeams.
R 1916
SLD • EN Ashley Mackenzie
™ & © 2025 Wizards of the Coast


Escape to the Wilds
Sorcery
Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.
You may play an additional land this turn.
Getting outside was imperative—that's where they keep the warmest sunbeams.
R 1916
SLD • EN Ashley Mackenzie
™ & © 2025 Wizards of the Coast


Escape to the Wilds
Sorcery
Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.
You may play an additional land this turn.
Getting outside was imperative—that's where they keep the warmest sunbeams.
R 1916
SLD • EN Ashley Mackenzie
™ & © 2025 Wizards of the Coast