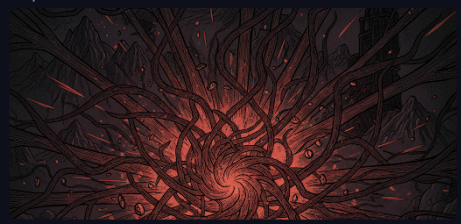


Mana Flare

1

Spell — Standard



Gain 3 temporary mana (must be spent this turn, lost at End Phase)