



Card name : **Lost Auramancers**

**Mana Cost :** 

**Types :** Creature - Human Wizard

**Card Text :** Vanishing 3 (This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, vanishes.)  
When Lost Auramancers is put into a graveyard from play, if it had no time counters on it, you may search your library for no more than one card and put it into play. You do so in secret.

**P/T :** 3 / 3

**Expansion :**  [Future Sight](#)

**Rarity :** Uncommon