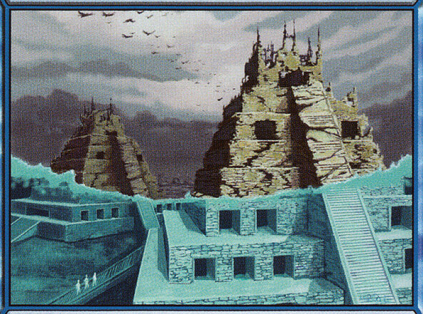
Ancestral Vision



Sorcery

Suspend 4—💧 *(Rather than cast this card from your hand, pay 💧 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Target player draws three cards.

021/062 R
JVC • EN ✒ Mark Poole

™ & © 2014 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—💧 *(Rather than cast this card from your hand, pay 💧 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Target player draws three cards.

021/062 R
JVC • EN ✒ Mark Poole

™ & © 2014 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—💧 *(Rather than cast this card from your hand, pay 💧 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Target player draws three cards.

021/062 R
JVC • EN ✒ Mark Poole

™ & © 2014 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—💧 *(Rather than cast this card from your hand, pay 💧 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Target player draws three cards.

021/062 R
JVC • EN ✒ Mark Poole

™ & © 2014 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—💧 *(Rather than cast this card from your hand, pay 💧 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Target player draws three cards.

021/062 R
JVC • EN ✒ Mark Poole

™ & © 2014 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—💧 *(Rather than cast this card from your hand, pay 💧 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Target player draws three cards.

021/062 R
JVC • EN ✒ Mark Poole

™ & © 2014 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—💧 *(Rather than cast this card from your hand, pay 💧 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Target player draws three cards.

021/062 R
JVC • EN ✒ Mark Poole

™ & © 2014 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—💧 *(Rather than cast this card from your hand, pay 💧 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Target player draws three cards.

021/062 R
JVC • EN ✒ Mark Poole

™ & © 2014 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—💧 *(Rather than cast this card from your hand, pay 💧 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Target player draws three cards.

021/062 R
JVC • EN ✒ Mark Poole

™ & © 2014 Wizards of the Coast