Vanish into Memory



Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory



Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory



Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory



Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast

Vanish into Memory

Instant

Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.

Out of sight, into mind.

196 U
AFC • EN Rebekah Lynn

™ & © 2021 Wizards of the Coast