Jace's Sanctum



Enchantment

Instant and sorcery spells you cast cost {1} less to cast.

Whenever you cast an instant or sorcery spell, scry 1.

"For all our lofty talk of keeping watch, we had no idea what we were getting into."
—Jace Beleren

088/302 R
C19 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Jace's Sanctum

Enchantment

Instant and sorcery spells you cast cost {1} less to cast.

Whenever you cast an instant or sorcery spell, scry 1.

"For all our lofty talk of keeping watch, we had no idea what we were getting into."
—Jace Beleren

088/302 R
C19 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Jace's Sanctum

Enchantment

Instant and sorcery spells you cast cost {1} less to cast.

Whenever you cast an instant or sorcery spell, scry 1.

"For all our lofty talk of keeping watch, we had no idea what we were getting into."
—Jace Beleren

088/302 R
C19 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Jace's Sanctum

Enchantment

Instant and sorcery spells you cast cost {1} less to cast.

Whenever you cast an instant or sorcery spell, scry 1.

"For all our lofty talk of keeping watch, we had no idea what we were getting into."
—Jace Beleren

088/302 R
C19 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast

Jace's Sanctum

Enchantment

Instant and sorcery spells you cast cost {1} less to cast.

Whenever you cast an instant or sorcery spell, scry 1.

"For all our lofty talk of keeping watch, we had no idea what we were getting into."
—Jace Beleren

088/302 R
C19 • EN
Adam Paquette

™ & © 2019 Wizards of the Coast