Inspiring Refrain



Sorcery

Draw two cards. Exile Inspiring Refrain with three time counters on it.

Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*

R 0216
WHO • EN John Tedrick

© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain



Sorcery

Draw two cards. Exile Inspiring Refrain with three time counters on it.

Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*

R 0216
WHO • EN John Tedrick

© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain



Sorcery

Draw two cards. Exile Inspiring Refrain with three time counters on it.

Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*

R 0216
WHO • EN John Tedrick

© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain



Sorcery

Draw two cards. Exile Inspiring Refrain with three time counters on it.

Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*

R 0216
WHO • EN John Tedrick

© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast

Inspiring Refrain
Sorcery
Draw two cards. Exile Inspiring Refrain with three time counters on it.
Suspend 3—2 *(Rather than cast this card from your hand, you may pay 2 and exile it with three 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.)*
R 0216
WHO • EN John Tedrick
© BBC
™ & © 2023 Wizards of the Coast