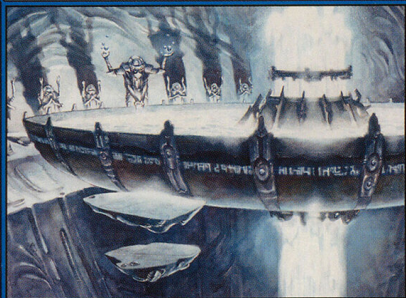


Beacon of Tomorrows

6



Sorcery



Target player takes an extra turn after this one. Shuffle Beacon of Tomorrows into its owner's library.

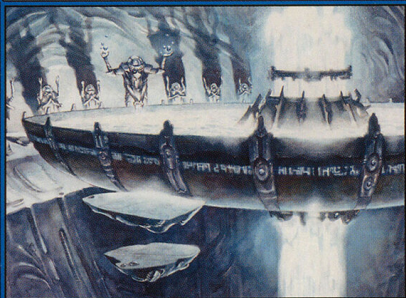
To look into its light is to meet the gaze of history.

—Jeremy Jarvis

™ & © 1993–2004 Wizards of the Coast, Inc. 24/165

Beacon of Tomorrows

6



Sorcery



Target player takes an extra turn after this one. Shuffle Beacon of Tomorrows into its owner's library.

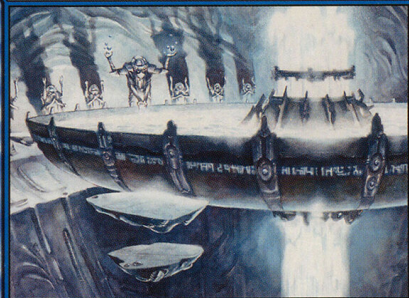
To look into its light is to meet the gaze of history.

—Jeremy Jarvis

™ & © 1993–2004 Wizards of the Coast, Inc. 24/165

Beacon of Tomorrows

6



Sorcery



Target player takes an extra turn after this one. Shuffle Beacon of Tomorrows into its owner's library.

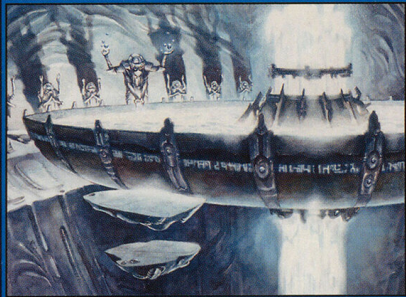
To look into its light is to meet the gaze of history.

—Jeremy Jarvis

™ & © 1993–2004 Wizards of the Coast, Inc. 24/165

Beacon of Tomorrows

6



Sorcery



Target player takes an extra turn after this one. Shuffle Beacon of Tomorrows into its owner's library.

To look into its light is to meet the gaze of history.

—Jeremy Jarvis

™ & © 1993–2004 Wizards of the Coast, Inc. 24/165