Regenerations Restored



Enchantment

Vanishing 12 *(This enchantment enters the battlefield with twelve time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)*

Whenever one or more time counters are removed from Regenerations Restored, scry 1 and you gain 1 life. Then if Regenerations Restored has no time counters on it, exile it. When you do, take an extra turn after this one.

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