Ignite the Future



Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future



Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future



Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future



Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast

Ignite the Future

Sorcery

Exile the top three cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast from a graveyard, you may play cards this way without paying their mana costs.

Flashback 7 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

129 R
AFC • EN Alex Konstad

™ & © 2021 Wizards of the Coast