Ancestral Vision



Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision



Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision



Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision



Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—🜁 *(Rather than cast this card from your hand, pay 🜁 and exile it with four 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.)*

Target player draws three cards.

042/249 R
IMA • EN
John Avon

™ & © 2017 Wizards of the Coast