Visions of Dominance



Sorcery

Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on it.

Flashback 8. This spell costs X less to cast this way, where X is the greatest mana value of a commander you own on the battlefield or in the command zone.

075 R
MIC • EN Andrew Mar

™ & © 2021 Wizards of the Coast

Visions of Dominance

Sorcery

Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on it.

Flashback 8. This spell costs X less to cast this way, where X is the greatest mana value of a commander you own on the battlefield or in the command zone.

075 R
MIC • EN Andrew Mar

™ & © 2021 Wizards of the Coast

Visions of Dominance

Sorcery

Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on it.

Flashback 8. This spell costs X less to cast this way, where X is the greatest mana value of a commander you own on the battlefield or in the command zone.

075 R
MIC • EN Andrew Mar

™ & © 2021 Wizards of the Coast

Visions of Dominance

Sorcery

Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on it.

Flashback 8. This spell costs X less to cast this way, where X is the greatest mana value of a commander you own on the battlefield or in the command zone.

075 R
MIC • EN Andrew Mar

™ & © 2021 Wizards of the Coast

Visions of Dominance

Sorcery

Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on it.

Flashback 8. This spell costs X less to cast this way, where X is the greatest mana value of a commander you own on the battlefield or in the command zone.

075 R
MIC • EN Andrew Mar

™ & © 2021 Wizards of the Coast

Visions of Dominance

Sorcery

Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on it.

Flashback 8. This spell costs X less to cast this way, where X is the greatest mana value of a commander you own on the battlefield or in the command zone.

075 R
MIC • EN Andrew Mar

™ & © 2021 Wizards of the Coast

Visions of Dominance

Sorcery

Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on it.

Flashback 8. This spell costs X less to cast this way, where X is the greatest mana value of a commander you own on the battlefield or in the command zone.

075 R
MIC • EN Andrew Mar

™ & © 2021 Wizards of the Coast

Visions of Dominance

Sorcery

Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on it.

Flashback 8. This spell costs X less to cast this way, where X is the greatest mana value of a commander you own on the battlefield or in the command zone.

075 R
MIC • EN Andrew Mar

™ & © 2021 Wizards of the Coast

Visions of Dominance

Sorcery

Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on it.

Flashback 8. This spell costs X less to cast this way, where X is the greatest mana value of a commander you own on the battlefield or in the command zone.

075 R
MIC • EN Andrew Mar

™ & © 2021 Wizards of the Coast

Visions of Dominance

Sorcery

Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on it.

Flashback 8. This spell costs X less to cast this way, where X is the greatest mana value of a commander you own on the battlefield or in the command zone.

075 R
MIC • EN Andrew Mar

™ & © 2021 Wizards of the Coast