Travel Preparations 1



Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1



Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1



Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1



Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421

Travel Preparations 1

Sorcery

Put a +1/+1 counter on each of up to two target creatures.

Flashback 1

Visiting a shrine at the start of a journey makes the traveler more likely to finish it.

Illus. Vincent Proce

™ & © 2025 Wizards of the Coast 421