Essence Flux



Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast

Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast

Essence Flux



Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast

Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast

Essence Flux



Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast

Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast

Essence Flux



Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast

Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast



Essence Flux

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064
INR • EN ✒ Seb McKinnon

™ & © 2025 Wizards of the Coast