

Consider {U} (Instant) >> Surveil 1. Draw a card.	Island (Basic Land – Island) >>	Opt {U} (Instant) >> Scry 1. Draw a card.
Plains (Basic Land – Plains) >>	Preordain {U} (Sorcery) >> Scry 2, then draw a card.	Savannah (Land – Forest Plains) >>
Serum Visions {U} (Sorcery) >> Draw a card. Scry 2.	Snow-Covered Forest (Basic Snow Land – Forest) >>	Snow-Covered Island (Basic Snow Land – Island) >>
Snow-Covered Plains (Basic Snow Land – Plains) >>	Tropical Island (Land – Forest Island) >>	Tundra (Land – Plains Island) >>
Underground Sea (Land – Island Swamp) >>	Plains (Basic Land – Plains) >>	Plains (Basic Land – Plains) >>
Plains (Basic Land – Plains) >>	Plains (Basic Land – Plains) >>	Plains (Basic Land – Plains) >>
Plains (Basic Land – Plains) >>	Plains (Basic Land – Plains) >>	Plains (Basic Land – Plains) >>
Plains (Basic Land – Plains) >>	Plains (Basic Land – Plains) >>	Ancestral Recall {U} (Instant) >> Target player draws three cards.
Counterspell {U}{U} (Instant) >> Counter target spell.	Gitaxian Probe {U/P} (Sorcery) >> Look at target player's hand. Draw a card.	Mental Misstep {U/P} (Instant) >> Counter target spell with mana value 1.
Mental Note {U} (Instant) >> Mill two cards. Draw a card.	Reprieve {1}{W} (Instant) >> Return target spell to its owner's hand. Draw a card.	Spell Snare {U} (Instant) >> Counter target spell with mana value 2.
Thought Scour {U} (Instant) >> Target player mills two cards. Draw a card.	Treasure Cruise {7}{U} (Sorcery) >> Delve Draw three cards.	Dovin's Veto {W}{U} (Instant) >> This spell can't be countered. Counter target noncreature spell.
Karakas (Legendary Land) >> {T}: Add {W}. {T}: Return target legendary creature to its owner's hand.	Logic Knot {X}{U}{U} (Instant) >> Delve Counter target spell unless its controller pays {X}.	Lose Focus {1}{U} (Instant) >> Replicate {U} Counter target spell unless its controller pays {2}.
Mana Leak {1}{U} (Instant) >> Counter target spell unless its controller pays {3}.	Spara's Headquarters (Land – Forest Plains Island) >> ~ enters the battlefield tapped. Cycling {3}	Spell Pierce {U} (Instant) >> Counter target noncreature spell unless its controller pays {2}.
Supreme Verdict {1}{W}{W}{U} (Sorcery) >> This spell can't be countered. Destroy all creatures.	Terminus {4}{W}{W} (Sorcery) >> Put all creatures on the bottom of their owners' libraries. Miracle {W}	Wasteland (Land) >> {T}: Add {C}. {T}, Sacrifice ~: Destroy target nonbasic land.
Botanical Sanctum (Land) >> ~ enters the battlefield tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.	Brainstorm {U} (Instant) >> Draw three cards, then put two cards from your hand on top of your library in any order.	Deserted Beach (Land) >> ~ enters the battlefield tapped unless you control two or more other lands. {T}: Add {W} or {U}.
Dreamroot Cascade (Land) >> ~ enters the battlefield tapped unless you control two or more other lands. {T}: Add {G} or {U}.	Entreat the Angels {X}{X}{W}{W}{W} (Sorcery) >> Create X 4/4 white Angel creature tokens with flying. Miracle {X}{W}{W}	Get Lost {1}{W} (Instant) >> Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens.

Growth Spiral {G}{U} (Instant) >> Draw a card. You may put a land card from your hand onto the battlefield.	Hedge Maze (Land – Forest Island) >> ~ enters the battlefield tapped. When ~ enters the battlefield, surveil 1.	Library of Alexandria (Land) >> {T}: Add {C}. {T}: Draw a card. Activate only if you have exactly seven cards in hand.
Lush Portico (Land – Forest Plains) >> ~ enters the battlefield tapped. When ~ enters the battlefield, surveil 1.	Meticulous Archive (Land – Plains Island) >> ~ enters the battlefield tapped. When ~ enters the battlefield, surveil 1.	Mystical Tutor {U} (Instant) >> Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.
Ponder {U} (Sorcery) >> Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.	Seachrome Coast (Land) >> ~ enters the battlefield tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.	Swords to Plowshares {W} (Instant) >> Exile target creature. Its controller gains life equal to its power.
Wall of Blossoms {1}{G} (Creature – Plant Wall) >> Defender When ~ enters the battlefield, draw a card. (0/4)	Wall of Omens {1}{W} (Creature – Wall) >> Defender When ~ enters the battlefield, draw a card. (0/4)	Arid Mesa (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.
Breeding Pool (Land – Forest Island) >> As ~ enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.	Flooded Strand (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.	Force of Will {3}{U}{U} (Instant) >> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.
Hallowed Fountain (Land – Plains Island) >> As ~ enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.	Marsh Flats (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.	Merchant Scroll {1}{U} (Sorcery) >> Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.
Misty Rainforest (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.	Polluted Delta (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.	Prismatic Vista (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a basic land card, put it onto the battlefield, then shuffle.
Scalding Tarn (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.	Sleight of Hand {U} (Sorcery) >> Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.	Temple Garden (Land – Forest Plains) >> As ~ enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.
Up the Beanstalk {1}{G} (Enchantment) >> When ~ enters the battlefield and whenever you cast a spell with mana value 5 or greater, draw a card.	Verdant Catacombs (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.	Windswept Heath (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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|Cryptic Command {1}{U}{U}{U}
|(Instant) >> Choose two -
|• Counter target spell.
|• Return target permanent
|to its owner's hand. • Tap
|all creatures your opponents
|control. • Draw a card.
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|Dress Down {1}{U}
|(Enchantment) >> Flash When
|~ enters the battlefield,
|draw a card. Creatures lose
|all abilities. At the
|beginning of the end step,
|sacrifice ~.
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|Ice-Fang Coat| {G}{U} (Snow
|Creature - Snake) >> Flash
|Flying When ~ enters the
|battlefield, draw a card. ~
|has deathtouch as long as
|you control at least three
|other snow permanents. (1/1)
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Planar Genesis {G}{U}	Seasoned Dungeoneer {3}{W}	Shark Typhoon {5}{U}
(Instant) >> Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.	(Creature – Human Warrior) >> When ~ enters the battlefield, you take the initiative. Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (3/4)	(Enchantment) >> Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} When you cycle ~, create an X/X blue Shark creature token with flying.
Solitude {3}{W}{W} (Creature – Elemental Incarnation) >> Flash Lifelink When ~ enters the battlefield, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke–Exile a white card from your hand. (3/2)	Force of Negation {1}{U}{U} (Instant) >> If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.	White Plume Adventurer {2}{W} (Creature – Orc Cleric) >> When ~ enters the battlefield, you take the initiative. At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead. (3/3)
The One Ring {4} (Legendary Artifact) >> Indestructible When ~ enters the battlefield, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on ~. {T}: Put a burden counter on ~, then draw a card for each burden counter on ~.	Teferi, Hero of Dominaria {3}{W}{U} (Legendary Planeswalker – Teferi) >> +1: Draw a card. At the beginning of the next end step, untap up to two lands. -3: Put target nonland permanent into its owner's library third from the top. -8: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." [4]	Teferi, Time Raveler {1}{W}{U} (Legendary Planeswalker – Teferi) >> Each opponent can cast spells only any time they could cast a sorcery. +1: Until your next turn, you may cast sorcery spells as though they had flash. -3: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. [4]
Triumph of Saint Katherine {4}{W} (Creature – Human Warrior) >> Lifelink Praesidium Protectiva – When ~ is put into your graveyard from the battlefield, exile it and the top six cards of your library in a face-down pile. If you do, shuffle that pile and put it back on top of your library. Miracle {1}{W} (5/5)	Gideon Jura {3}{W}{W} (Legendary Planeswalker – Gideon) >> +2: During target opponent's next turn, creatures that player controls attack ~ if able. -2: Destroy target tapped creature. 0: Until end of turn, ~ becomes a 6/6 Human Soldier creature that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [6]	Oko, Thief of Crowns {1}{G}{U} (Legendary Planeswalker – Oko) >> +2: Create a Food token. +1: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3. -5: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less. [4]

<p>Boseiju, Who Endures (Legendary Land) >> {T}: Add {G}. Channel - {1}{G}, Discard ~: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p>	<p>Uro, Titan of Nature's Wrath {1}{G}{U} (Legendary Creature - Elder Giant) >> When Uro enters the battlefield, sacrifice it unless it escaped. Whenever Uro enters the battlefield or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape-{G}{G}{U}{U}, Exile five other cards from your graveyard. (6/6)</p>	<p>Jace, the Mind Sculptor {2}{U}{U} (Legendary Planeswalker - Jace) >> +2: Look at the top card of target player's library. You may put that card on the bottom of that player's library. 0: Draw three cards, then put two cards from your hand on top of your library in any order. -1: Return target creature to its owner's hand. -12: Exile all cards from target player's library, then that player shuffles their hand into their library. [3]</p>
<p>Tamiyo, Inquisitive Student {U} (Legendary Creature - Moonfolk Wizard) >> Flying Whenever ~ attacks, investigate. When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control. (0/3) // Tamiyo, Seasoned Scholar (Legendary Planeswalker - Tamiyo) >> +2: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn. -3: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color. -7: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no maximum hand size." [2]</p>		