

Tundra (Land - Plains Island) >>	Underground Sea (Land - Island Swamp) >>	Consider {U} (Instant) >> Surveil 1. Draw a card.
Serum Visions {U} (Sorcery) >> Draw a card. Scry 2.	Snow-Covered Island (Basic Snow Land - Island) >>	Snow-Covered Forest (Basic Snow Land - Forest) >>
Savannah (Land - Forest Plains) >>	Opt {U} (Instant) >> Scry 1. Draw a card.	Tropical Island (Land - Forest Island) >>
Preordain {U} (Sorcery) >> Scry 2, then draw a card.	Snow-Covered Plains (Basic Snow Land - Plains) >>	Island (Basic Land - Island) >>
Plains (Basic Land - Plains) >>	Mental Misstep {U/P} (Instant) >> Counter target spell with mana value 1.	Gitaxian Probe {U/P} (Sorcery) >> Look at target player's hand. Draw a card.
Spell Snare {U} (Instant) >> Counter target spell with mana value 2.	Ancestral Recall {U} (Instant) >> Target player draws three cards.	Treasure Cruise {7}{U} (Sorcery) >> Delve Draw three cards.
Thought Scour {U} (Instant) >> Target player mills two cards. Draw a card.	Counterspell {U}{U} (Instant) >> Counter target spell.	Mental Note {U} (Instant) >> Mill two cards. Draw a card.
Repeive {1}{W} (Instant) >> Return target spell to its owner's hand. Draw a card.	Supreme Verdict {1}{W}{W}{U} (Sorcery) >> This spell can't be countered. Destroy all creatures.	Wasteland (Land) >> {T}: Add {C}. {T}, Sacrifice ~: Destroy target nonbasic land.
Dovin's Veto {W}{U} (Instant) >> This spell can't be countered. Counter target noncreature spell.	Lose Focus {1}{U} (Instant) >> Replicate {U} Counter target spell unless its controller pays {2}.	Spara's Headquarters (Land - Forest Plains Island) >> ~ enters the battlefield tapped. Cycling {3}
Terminus {4}{W}{W} (Sorcery) >> Put all creatures on the bottom of their owners' libraries. Miracle {W}	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}.
Mana Leak {1}{U} (Instant) >> Counter target spell unless its controller pays {3}.	Spell Pierce {U} (Instant) >> Counter target noncreature spell unless its controller pays {2}.	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.
Library of Alexandria (Land) >> {T}: Add {C}. {T}: Draw a card. Activate only if you have exactly seven cards in hand.	Growth Spiral {G}{U} (Instant) >> Draw a card. You may put a land card from your hand onto the battlefield.	Brainstorm {U} (Instant) >> Draw three cards, then put two cards from your hand on top of your library in any order.
Get Lost {1}{W} (Instant) >> Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens.	Wall of Omens {1}{W} (Creature - Wall) >> Defender When ~ enters the battlefield, draw a card. (0/4)	Botanical Sanctum (Land) >> ~ enters the battlefield tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.
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.	Entreat the Angels {X}{X}{W}{W}{W} (Sorcery) >> Create X 4/4 white Angel creature tokens with flying. Miracle {X}{W}{W}

Hedge Maze (Land – Forest Island) >> ~ enters the battlefield tapped. When ~ enters the battlefield, surveil 1.

Dreamroot Cascade (Land) >> ~ enters the battlefield tapped unless you control two or more other lands. {T}: Add {G} or {U}.

Mystical Tutor {U} (Instant) >> Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

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.

Windswept Heath (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Forest or Plains 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.

Scalding Tarn (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

Hallowed Fountain (Land – Plains Island) >> As ~ enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Sensei's Divining Top {1} (Artifact) >> {1}: Look at the top three cards of your library, then put them back in any order. {T}: Draw a card, then put ~ on top of its owner's library.

Meticulous Archive (Land – Plains Island) >> ~ enters the battlefield tapped. When ~ enters the battlefield, surveil 1.

Wall of Blossoms {1}{G} (Creature – Plant Wall) >> Defender When ~ enters the battlefield, draw a card. (0/4)

Prismatic Vista (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a basic land card, put it onto the battlefield, 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.

Wooded Foothills (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Mountain or Forest 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.

Marsh Flats (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

Flooded Strand (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

Prismatic Ending {X}{W} (Sorcery) >> Converge – Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

Lush Portico (Land – Forest Plains) >> ~ enters the battlefield tapped. When ~ enters the battlefield, surveil 1.

Deserted Beach (Land) >> ~ enters the battlefield tapped unless you control two or more other lands. {T}: Add {W} or {U}.

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.

Breeding Pool (Land – Forest Island) >> As ~ enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Verdant Catacombs (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

Arid Mesa (Land) >> {T}, Pay 1 life, Sacrifice ~: Search your library for a Mountain or Plains 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.

Temple Garden (Land – Forest Plains) >> As ~ enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

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.

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 ~.

Remand {1}{U} (Instant) >> Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.

Portent {U} (Sorcery) >> Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep.

Cosmic Rebirth {1}{G}{W} (Instant) >> Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand. You gain 3 life.

Murktide Regent {5}{U}{U} (Creature - Dragon) >> Delve Flying ~ enters the battlefield with a +1/+1 counter on it for each instant and sorcery card exiled with it. Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on ~. (3/3)

Planar Genesis {G}{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.

Scapeshift {2}{G}{G} (Sorcery) >> Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.

No More Lies {W}{U} (Instant) >> Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

Snapcaster Mage {1}{U} (Creature - Human Wizard) >> Flash When ~ enters the battlefield, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (2/1)

Mystic Sanctuary (Land - Island) >> ~ enters the battlefield tapped unless you control three or more other Islands. When ~ enters the battlefield untapped, you may put target instant or sorcery card from your graveyard on top of your library.

Shark Typhoon {5}{U} (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.

Leyline Binding {5}{W} (Enchantment) >> Flash Domain - This spell costs {1} less to cast for each basic land type among lands you control. When ~ enters the battlefield, exile target nonland permanent an opponent controls until ~ leaves the battlefield.

Path to Exile {W} (Instant) >> Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

Ice-Fang Coatl {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)

Eiganjo, Seat of the Empire (Legendary Land) >> {T}: Add {W}. Channel - {2}{W}, Discard ~: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

Seasoned Dungeoneer {3}{W} (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)

Field of the Dead (Land) >> ~ enters the battlefield tapped. {T}: Add {C}. Whenever ~ or another land enters the battlefield under your control, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.

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)

Otawara, Soaring City
(Legendary Land) >> {T}: Add
{U}. Channel - {3}{U},
Discard ~: Return target
artifact, creature,
enchantment, or planeswalker
to its owner's hand. This
ability costs {1} less to
activate for each legendary
creature you control.

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]

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.

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)

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)

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]

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)

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.

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]

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]

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]

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]