Tundra (Land — Plains Island) >> ({T}: Add {W} or {U}.)	Avacyn's Pilgrim {G} (Creature — Human Monk) >> {T}: Add {W}. (1/1)	Wasteland (Land) >> {T}: Add {C}. {T}, Sacrifice Wasteland: Destroy target nonbasic land.
Helping Hand {W} (Sorcery) >> Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.	Minamo, School at Water's Edge (Legendary Land) >> {T}: Add {U}. {U}, {T}: Untap target legendary permanent.	Horizon Canopy (Land) >> {T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice Horizon Canopy: Draw a card.
Brainstorm {U} (Instant) >> Draw three cards, then put two cards from your hand on top of your library in any order.	Elvish Mystic {G} (Creature — Elf Druid) >> {T}: Add {G}. (1/1)	Yavimaya Coast (Land) >> {T}: Add {C}. {T}: Add {G} or {U}. Yavimaya Coast deals 1 damage to you.
Arbor Elf {G} (Creature — Elf Druid) >> {T}: Untap target Forest. (1/1)	Karakas (Legendary Land) >> {T}: Add {W}. {T}: Return target legendary creature to its owner's hand.	Snow-Covered Island (Basic Snow Land — Island) >> ({T}: Add {U}.)
Brushland (Land) >> {T}: Add {C}. {T}: Add {G} or {W}. Brushland deals 1 damage to you.	Snow-Covered Forest (Basic Snow Land — Forest) >> ({T}: Add {G}.)	Wall of Omens {1}{W} (Creature — Wall) >> Defender When Wall of Omens enters the battlefield, draw a card. (0/4)
Cloudshift {W} (Instant) >> Exile target creature you control, then return that card to the battlefield under your control.	Savannah (Land — Forest Plains) >> ({T}: Add {G} or {W}.)	Waterlogged Grove (Land) >> {T}, Pay 1 life: Add {G} or {U}. {1}, {T}, Sacrifice Waterlogged Grove: Draw a card.
Tropical Island (Land — Forest Island) >> ({T}: Add {G} or {U}.)	Gaea's Cradle (Legendary Land) >> {T}: Add {G} for each creature you control.	Snow-Covered Plains (Basic Snow Land — Plains) >> ({T}: Add {W}.)
Swords to Plowshares {W} (Instant) >> Exile target creature. Its controller gains life equal to its power.	Forest (Basic Land — Forest) >> ({T}: Add {G}.)	Time Walk {1}{U} (Sorcery) >> Take an extra turn after this one.
Birds of Paradise {G} (Creature — Bird) >> Flying {T}: Add one mana of any color. (0/1)	Adarkar Wastes (Land) >> {T}: Add {C}. {T}: Add {W} or {U}. Adarkar Wastes deals 1 damage to you.	Flooded Grove (Land) >> {T}: Add {C}. {G/U}, {T}: Add {G}{G}, {G}{U}, or {U}{U}.
Reprieve {1}{W} (Instant) >> Return target spell to its owner's hand. Draw a card.	Mystical Tutor {U} (Instant) >> Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.	Misty Rainforest (Land) >> {T}, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

Windswept Heath (Land) >> {T}, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.	Eladamri's Call {G}{W} (Instant) >> Search your library for a creature card, reveal that card, put it into your hand, then shuffle.	Verdant Catacombs (Land) >> {T}, Pay 1 life, Sacrifice Verdant Catacombs: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.
Shuko {1} (Artifact — Equipment) >> Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)	Lotus Cobra {1}{G} (Creature — Snake) >> Landfall — Whenever a land enters the battlefield under your control, add one mana of any color. (2/1)	Arid Mesa (Land) >> {T}, Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.
Marsh Flats (Land) >> {T}, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.	Dryad Arbor (Land Creature — Forest Dryad) >> (Dryad Arbor isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") (1/1)	Wall of Blossoms {1}{G} (Creature — Plant Wall) >> Defender When Wall of Blossoms enters the battlefield, draw a card. (0/4)
Polluted Delta (Land) >> {T}, Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.	Flooded Strand (Land) >> {T}, Pay 1 life, Sacrifice Flooded Strand: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.	Survival of the Fittest {1}{G} (Enchantment) >> {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.
Breeding Pool (Land — Forest Island) >> ({T}: Add {G} or {U}.) As Breeding Pool enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.	Crop Rotation {G} (Instant) >> As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card 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.
Eternal Witness {1}{G}{G} (Creature — Human Shaman) >> When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand. (2/1)	Wooded Foothills (Land) >> {T}, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.	Expedition Map {1} (Artifact) >> {2}, {T}, Sacrifice Expedition Map: Search your library for a land card, reveal it, put it into your hand, then shuffle.
Noble Hierarch {G} (Creature — Human Druid) >> Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. (0/1)	Nomads en-Kor {W} (Creature — Kor Nomad Soldier) >> {0}: The next 1 damage that would be dealt to Nomads en-Kor this turn is dealt to target creature you control instead. (1/1)	Sylvan Safekeeper {G} (Creature — Human Wizard) >> Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) (1/1)
Scalding Tarn (Land) >> {T}, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.	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.	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.

Green Sun's Zenith {X}{G} (Sorcery) >> Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.	Haywire Mite {1} (Artifact Creature — Insect) >> When Haywire Mite dies, you gain 2 life. {G}, Sacrifice Haywire Mite: Exile target noncreature artifact or noncreature enchantment. (1/1)	Shadowspear {1} (Legendary Artifact — Equipment) >> Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2}
Arboreal Grazer {G} (Creature — Sloth Beast) >> Reach When Arboreal Grazer enters the battlefield, you may put a land card from your hand onto the battlefield tapped. (0/3)	Spellskite {2} (Artifact Creature — Phyrexian Horror) >> {U/P}: Change a target of target spell or ability to Spellskite. ({U/P} can be paid with either {U} or 2 life.) (0/4)	Hallowed Fountain (Land — Plains Island) >> ({T}: Add {W} or {U}.) As Hallowed Fountain enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.
Temple Garden (Land — Forest Plains) >> ({T}: Add {G} or {W}.) As Temple Garden enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.	Ice-Fang Coatl {G}{U} (Snow Creature — Snake) >> Flash Flying When Ice-Fang Coatl enters the battlefield, draw a card. Ice-Fang Coatl has deathtouch as long as you control at least three other snow permanents. (1/1)	Delighted Halfling {G} (Creature — Halfling Citizen) >> {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. (1/2)
Spellseeker {2}{U} (Creature — Human Wizard) >> When Spellseeker enters the battlefield, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle. (1/1)	Esper Sentinel {W} (Artifact Creature — Human Soldier) >> Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power. (1/1)	Summoner's Pact {0} (Instant) >> Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.
Sylvan Library {1}{G} (Enchantment) >> At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.	Knight of Autumn {1}{G}{W} (Creature — Dryad Knight) >> When Knight of Autumn enters the battlefield, choose one — • Put two +1/+1 counters on Knight of Autumn. • Destroy target artifact or enchantment. • You gain 4 life. (2/1)	Hedge Maze (Land — Forest Island) >> ({T}: Add {G} or {U}.) Hedge Maze enters the battlefield tapped. When Hedge Maze enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Aether Vial {1} (Artifact) >> At the beginning of your upkeep, you may put a charge counter on Aether Vial. {T}: You may put a creature card with mana value equal to the number of charge counters on Aether Vial from your hand onto the battlefield.	Coiling Oracle {G}{U} (Creature — Snake Elf Druid) >> When Coiling Oracle enters the battlefield, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand. (1/1)	Meticulous Archive (Land — Plains Island) >> ({T}: Add {W} or {U}.) Meticulous Archive enters the battlefield tapped. When Meticulous Archive enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

Lush Portico (Land — Forest Plains) >> ({T}: Add {G} or {W}.) Lush Portico enters the battlefield tapped. When Lush Portico enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)	**Solitude {3}{W}{W} (Creature — Elemental Incarnation)** >> Flash Lifelink When Solitude 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)	**Stoneforge Mystic {1}{W} (Creature — Kor Artificer)** >> When Stoneforge Mystic enters the battlefield, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield. (1/2)
Knight of the Reliquary {1}{G}{W} (Creature — Human Knight) >> Knight of the Reliquary gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. (2/2)	**Renegade Rallier {1}{G}{W} (Creature — Human Warrior)** >> Revolt — When Renegade Rallier enters the battlefield, if a permanent you controlled left the battlefield this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield. (3/2)	**Field of the Dead (Land)** >> Field of the Dead enters the battlefield tapped. {T}: Add {C}. Whenever Field of the Dead 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.
Pre-War Formalwear {2}{W} (Artifact — Equipment) >> When Pre-War Formalwear enters the battlefield, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach Pre-War Formalwear to it. Equipped creature gets +2/+2 and has vigilance. Equip {3}	**Endurance {1}{G}{G} (Creature — Elemental Incarnation)** >> Flash Reach When Endurance enters the battlefield, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke—Exile a green card from your hand. (3/4)	**Otawara, Soaring City (Legendary Land)** >> {T}: Add {U}. Channel — {3}{U}, Discard Otawara, Soaring City: 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.
Eldritch Evolution {1}{G}{G} (Sorcery) >> As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.	**Ephemerate {W} (Instant)** >> Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)	**Deathrite Shaman {B/G} (Creature — Elf Shaman)** >> {T}: Exile target land card from a graveyard. Add one mana of any color. {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. (1/2)
Neoform {G}{U} (Sorcery) >> As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.	**Fiend Artisan {B/G}{B/G} (Creature — Nightmare)** >> Fiend Artisan gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery. (1/1)	**White Plume Adventurer {2}{W} (Creature — Orc Cleric)** >> When White Plume Adventurer 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)

Chord of Calling	Finale of Devastation	Sentinel of the Nameless
{X}{G}{G}{G} (Instant) >> Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.	{X}{G}{G} (Sorcery) >> Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.	City {2}{G} (Creature — Merfolk Warrior Scout) >> Vigilance Whenever Sentinel of the Nameless City enters the battlefield or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this artifact: Target creature you control explores. Activate only as a sorcery.") (3/4)
Birthing Pod {3}{G/P} (Artifact) >> ({G/P} can be paid with either {G} or 2 life.) {1}{G/P}, {T}, Sacrifice a creature: Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery.	Shaman en-Kor {1}{W} (Creature — Kor Cleric Shaman) >> {0}: The next 1 damage that would be dealt to Shaman en-Kor this turn is dealt to target creature you control instead. {1}{W}: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to Shaman en-Kor instead. (1/2)	Legolas's Quick Reflexes {G} (Instant) >> Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Untap target creature. Until end of turn, it gains hexproof, reach, and "Whenever this creature becomes tapped, it deals damage equal to its power to up to one target creature."
Phelia, Exuberant Shepherd {1}{W} (Legendary Creature — Dog) >> Flash Whenever Phelia, Exuberant Shepherd attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. (2/2)	Shifting Woodland (Land) >> Shifting Woodland enters the battlefield tapped unless you control a Forest. {T}: Add {G}. Delirium — {2}{G}{G}: Shifting Woodland becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your 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.
Nadu, Winged Wisdom {1}{G}{U} (Legendary Creature — Bird Wizard) >> Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." (3/4)	Timeless Witness {2}{G}{G} (Creature — Human Shaman) >> When Timeless Witness enters the battlefield, return target card from your graveyard to your hand. Eternalize {5}{G}{G} ({5}{G}{G}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Human Shaman with no mana cost. Eternalize only as a sorcery.) (2/1)	Ranger-Captain of Eos {1}{W}{W} (Creature — Human Soldier Ranger) >> When Ranger-Captain of Eos enters the battlefield, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice Ranger-Captain of Eos: Your opponents can't cast noncreature spells this turn. (3/3)

Archdruid's Charm {G}{G}{G}	Questing Beast {2}{G}{G}	Witch Enchanter //
(Instant) >> Choose one —	(Legendary Creature —	Witch-Blessed Meadow
• Search your library for	Beast) >> Vigilance,	(Creature — Human Warlock
a creature or land card and	deathtouch, haste Questing	// Land) >> When Witch
reveal it. Put it onto the	Beast can't be blocked by	Enchanter enters the
battlefield tapped if it's a	creatures with power 2 or	battlefield, destroy target
land card. Otherwise, put it	less. Combat damage that	artifact or enchantment an
into your hand. Then	would be dealt by creatures	opponent controls. (2/2)
shuffle. • Put a +1/+1	you control can't be	
counter on target creature	prevented. Whenever Questing	// As Witch-Blessed Meadow
you control. It deals damage	Beast deals combat damage to	enters the battlefield, you
equal to its power to target	an opponent, it deals that	may pay 3 life. If you
creature you don't control.	much damage to target	don't, it enters the
• Exile target artifact or	planeswalker that player	battlefield tapped. {T}: Add
enchantment.	controls. (4/4)	{W}.

Springheart Nantuko {1}{G}
(Enchantment Creature —
Insect Monk) >> Bestow
{1}{G} Enchanted creature
gets +1/+1. Landfall —
Whenever a land enters the
battlefield under your
control, you may pay {1}{G}
if Springheart Nantuko is
attached to a creature you
control. If you do, create a
token that's a copy of that
creature. If you didn't
create a token this way,
create a 1/1 green Insect
creature token. (1/1)

**Brazen Borrower // Petty
Theft {1}{U}{U} // {1}{U}**
(Creature — Faerie Rogue
// Instant — Adventure) >>
(3/1) Flash Flying Brazen
Borrower can block only
creatures with flying.
(3/1)

// Return target
nonland permanent an
opponent controls to its
owner's hand.

Birthing Ritual {1}{G}
(Enchantment) >> At the
beginning of your end step,
if you control a creature,
look at the top seven cards
of your library. Then you
may sacrifice a creature. If
you do, you may put a
creature card with mana
value X or less from among
those cards onto the
battlefield, where X is 1
plus the sacrificed
creature's mana value. Put
the rest on the bottom of
your library in a random
order.

Urza's Saga (Enchantment
Land — Urza's Saga) >> (As
this Saga enters and after
your draw step, add a lore
counter. Sacrifice after
III.) I — Urza's Saga
gains "{T}: Add {C}." II —
Urza's Saga gains "{2}, {T}:
Create a 0/0 colorless
Construct artifact creature
token with 'This creature
gets +1/+1 for each artifact
you control.'" III —
Search your library for an
artifact card with mana cost
{0} or {1}, put it onto the
battlefield, then shuffle.

**Oko, Thief of Crowns
{1}{G}{U}** (Legendary
Planeswalker — Oko) >> +2:
Create a Food token. (It's
an artifact with "{2}, {T},
Sacrifice this artifact: You
gain 3 life.") +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.

Seasoned Dungeoneer {3}{W}
(Creature — Human Warrior)
>> When Seasoned Dungeoneer
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. (Reveal the top
card of your library. Put
that card into your hand if
it's a land. Otherwise, put
a +1/+1 counter on the
creature, then put the card
back or put it into your
graveyard.) (3/4)

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. (You may cast this card from your graveyard for its escape cost.) (6/6)	Kellan, Daring Traveler // Journey On {1}{W} // {G} (Legendary Creature — Human Faerie Scout // Sorcery — Adventure) >> (2/3) Whenever Kellan, Daring Traveler attacks, reveal the top card of your library. If it's a creature card with mana value 3 or less, put it into your hand. Otherwise, you may put it into your graveyard. (2/3) // Create X Map tokens, where X is one plus the number of opponents who control an artifact. (Then exile this card. You may cast the creature later from exile.)	Outland Liberator // Frenzied Trapbreaker (Creature — Human Werewolf // Creature — Werewolf) >> {1}, Sacrifice Outland Liberator: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) (2/2) // {1}, Sacrifice Frenzied Trapbreaker: Destroy target artifact or enchantment. Whenever Frenzied Trapbreaker attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) (3/3)
Invasion of Ikoria // Zilortha, Apex of Ikoria (Battle — Siege // Legendary Creature — Dinosaur) >> (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When Invasion of Ikoria enters the battlefield, search your library and/or graveyard for a non-Human creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. // Reach For each non-Human creature you control, you may have that creature assign its combat damage as though it weren't blocked. (8/8)	Tamiyo, Inquisitive Student // Tamiyo, Seasoned Scholar (Legendary Creature — Moonfolk Wizard // Legendary Planeswalker — Tamiyo) >> Flying Whenever Tamiyo, Inquisitive Student attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this artifact: Draw a card.") 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) // +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."	