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.
Reprieve {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 ~.	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.	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.	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.	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.
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)	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)	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.
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.	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.	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)
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)	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.	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.
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.	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.	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.	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)	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.
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 ~.	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)	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]
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]	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]	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]
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.	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)	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]