

# Accumulated Knowledge

1



Instant

25

Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.

*"I have seen and heard much here. There are secrets within secrets. Let me show you."*  
—Takara, to Eladamri

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# Brainstorm

1



Instant

25

Draw three cards, then put two cards from your hand on top of your library in any order.

*"I see more than others do because I know where to look."*

—Saprazzan vizier

Illus. DiTerlizzi

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# Code of Constraint

2



Instant

25

Target creature gets -4/-0 until end of turn.

Draw a card.

**Addendum** — If you cast this spell during your main phase, tap that creature and it doesn't untap during its controller's next untap step.

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# Crystal Spray

2



Instant

25

Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn.

Draw a card.

Illus. Jeff Miracola

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# Crystal Spray

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Instant

25

Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn.

Draw a card.

Illus. Jeff Miracola

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# Dance of the Skywise

1



Instant

25

Until end of turn, target creature you control becomes a blue Dragon Illusion with base power and toughness 4/4, loses all abilities, and gains flying.

*The Ojutai believe in the Great Wheel: those who best serve the dragonlord are destined to be reborn as dragons.*

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Dandân

2



Summon Dandân

Cannot attack if defending player controls no islands. If at any time you control no islands, bury Dandân.

Illus. Drew Tucker

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4/1

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4/1

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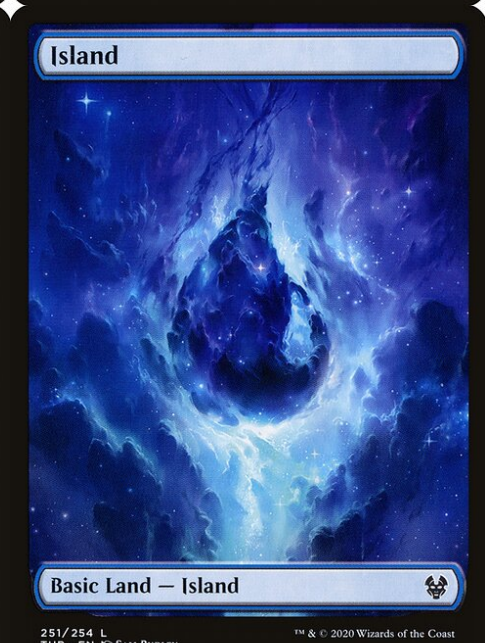
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Island



Basic Land — Island



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Island



Basic Land — Island



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Island



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# Island



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# Izzet Boilerworks



Land



Izzet Boilerworks comes into play tapped.  
When Izzet Boilerworks comes into play, return a land you control to its owner's hand.  
: Add to your mana pool.

John Avon

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# Izzet Boilerworks



Land



Izzet Boilerworks comes into play tapped.  
When Izzet Boilerworks comes into play, return a land you control to its owner's hand.  
: Add to your mana pool.

John Avon

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# Lonely Sandbar



Land



Lonely Sandbar comes into play tapped.  
: Add to your mana pool.  
Cycling (, Discard this card from your hand: Draw a card.)

Illus. Heather Hudson

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# Lonely Sandbar



Land

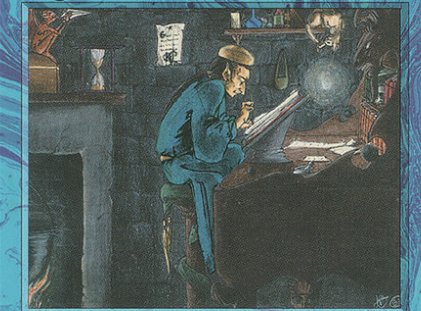


Lonely Sandbar comes into play tapped.  
: Add to your mana pool.  
Cycling (, Discard this card from your hand: Draw a card.)

Illus. Heather Hudson

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# Magical hack



Interrupt

Change the text of target spell or target permanent by replacing all occurrences of one basic land type with another. For example, you may change "swampwalk" to "plainswalk."

Illus. Julie Baroh

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# Magical hack



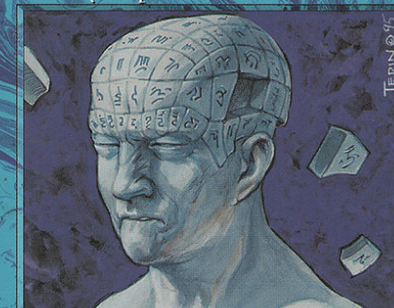
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# Memory Lapse



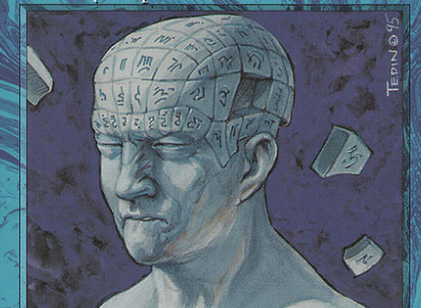
Interrupt

Counter target spell. Put that spell on top of its owner's library.  
"Um... oh... what was I saying?"  
—Reveka, Wizard Savant

Illus. Mark Tedin

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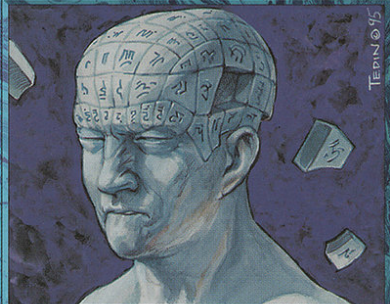
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# Memory Lapse

1



TEPIN 0/5

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*"Um... oh... what was I saying?"*

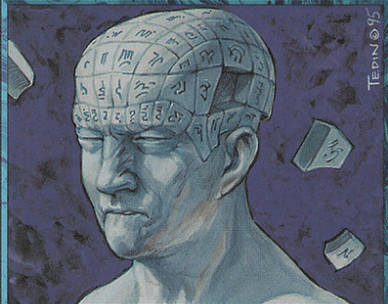
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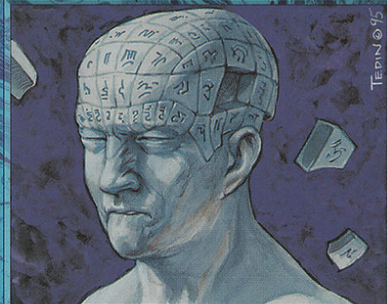
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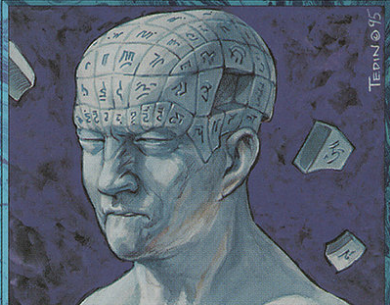
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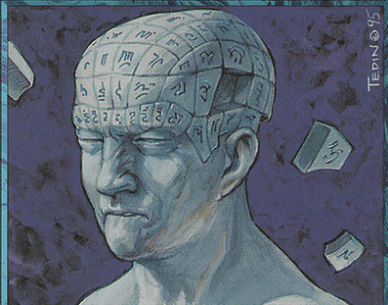
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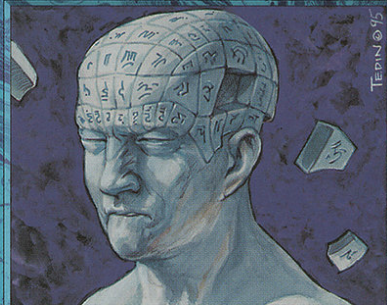
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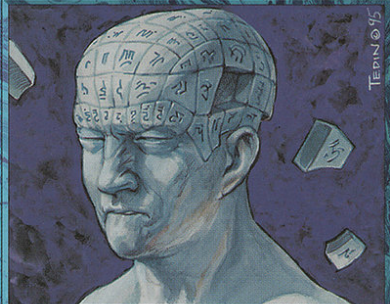
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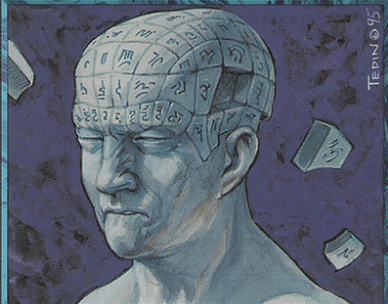
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# Metamorphose

1



TEPIN 0/5

Instant

Put target permanent an opponent controls on top of its owner's library. That opponent may put an artifact, creature, enchantment, or land card from his or her hand into play.

*If it's not one thing, it's another.*

Illus. Ron Spencer

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**Metamorphose** 1



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Illus. Ron Spencer  
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**Mind Bend**



Instant

Change the text of target permanent by replacing all instances of one color word with another or one basic land type with another. (For example, you may change "nonblack creature" to "nongreen creature" or "forestwalk" to "islandwalk." This effect doesn't end at end of turn.)

Mike Dringenberg  
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Mike Dringenberg  
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**Mission Briefing**



Instant

Surveil 2, then choose an instant or sorcery card in your graveyard. You may cast that card this turn. If that card would be put into your graveyard this turn, exile it instead. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

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**Mission Briefing**



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**Mystic Retrieval** 3



Sorcery

Return target instant or sorcery card from your graveyard to your hand.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Scott Chou  
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**Mystic Retrieval** 3



Sorcery

Return target instant or sorcery card from your graveyard to your hand.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Scott Chou  
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**Opt**



Instant

Look at the top card of your library. You may put that card on the bottom of your library. Draw a card.

*"We need alternatives, Hanna," yelled Gerrard. "Now!"*

Illus. John Howe  
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**Ponder**



Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle your library. Draw a card.

*Tomorrow belongs to those who prepare for it today.*

Dan Scott  
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# Ponder



## Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle your library. Draw a card.

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Dan Scott

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# Predict



## Instant

Name a card, then put the top card of target player's library into his or her graveyard. If that card is the named card, you draw two cards. Otherwise, you draw a card.

Illus. Rebecca Guay

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## Instant

Name a card, then put the top card of target player's library into his or her graveyard. If that card is the named card, you draw two cards. Otherwise, you draw a card.

Illus. Rebecca Guay

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# Preordain



## Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Svetlin Velinov

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Svetlin Velinov

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# Ray of Command



## Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature is unaffected by summoning sickness this turn. Tap the creature if you lose control of it at end of this turn.

Illus. Harold McNeill

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Illus. Harold McNeill

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# Remote Isle



## Land

Remote Isle comes into play tapped.  
 ⚡: Add ⚡ to your mana pool.  
 Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Illus. Ciruelo

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# Remote Isle



## Land

Remote Isle comes into play tapped.  
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Illus. Ciruelo

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# Serum Visions



## Sorcery



Draw a card.

Scry 2 (Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)

Ben Thompson

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# Serum Visions



## Sorcery



Draw a card.

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Ben Thompson

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# Supplant Form



## Instant



Return target creature to its owner's hand. You put a token onto the battlefield that's a copy of that creature.

"Ice can be shaped to any form, even the whisper of a memory."  
—Mytha, Temur shaman

054/185 R

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# Svyelunite Temple



## Land

Svyelunite Temple comes into play tapped.

⚡: Add ♠ to your mana pool.

⚡, Sacrifice Svyelunite Temple: Add ♠ ♠ to your mana pool.

Illus. Liz Danforth

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# Svyelunite Temple



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Svyelunite Temple comes into play tapped.

⚡: Add ♠ to your mana pool.

⚡, Sacrifice Svyelunite Temple: Add ♠ ♠ to your mana pool.

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# Telling Time



## Instant



Look at the top three cards of your library. Put one of those cards into your hand, one on top of your library, and one on the bottom of your library.

Mastery is achieved when "telling time" becomes "telling time what to do."

Scott M. Fischer

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Scott M. Fischer

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# Temple of Epiphany



## Land

Temple of Epiphany enters the battlefield tapped.

When Temple of Epiphany enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

⚡: Add ♠ or ♠ to your mana pool.

Noah Bradley

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**Temple of Epiphany**



**Land**

Temple of Epiphany enters the battlefield tapped.

When Temple of Epiphany enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

☞: Add  or  to your mana pool.

—Noah Bradley

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**Time Reversal** 3  



**Sorcery**

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. Exile Time Reversal.

*“Optimists see the world as they wish it to be. Pessimists see the world as it is. Must these roles be mutually exclusive?”*  
—Evo Ragus

—Howard Lyon

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—Howard Lyon

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**Vision Charm** 



**Instant**

Choose one — Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.

Illus. Greg Spalenka

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Illus. Greg Spalenka

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**Whisk Away** 2 



**Instant**

Put target attacking or blocking creature on top of its owner's library.

*The maneuvers of the Abzan formation intrigued Ojutai in both their complexity and their futility.*

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