

**Lightning Bolt R**

Lightning Bolt deals 3 damage to target creature or player.

**Ancestral Recall U**

Target player draws three cards.

**Healing Salve W**

Choose one — Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

**Giant Growth G**

Target creature gets +3/+3 until end of turn.

**Dark Ritual B**

Add BBB to your mana pool.

**Dark Ritual B**

Add BBB to your mana pool.

**Divination 2U**

Draw two cards.

**Divination 2U**

Draw two cards.

**Mind Rot 2B**

Target player discards two cards.

**Brainstorm U**

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

**Brainstorm U**

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

**Brainstorm U**

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

**Swords to Plowshares W**

Exile target creature. Its controller gains life equal to its power.

**Swords to Plowshares W**

Exile target creature. Its controller gains life equal to its power.

**Swords to Plowshares W**

Exile target creature. Its controller gains life equal to its power.

**Swords to Plowshares W**

Exile target creature. Its controller gains life equal to its power.