

<p>Snapcaster Mage {1}{U}</p> <p>Creature — Human Wizard</p> <p>Flash</p> <p>When Snapcaster Mage 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. <i>(You may cast that card from your graveyard for its flashback cost. Then exile it.)</i></p> <p>2/1</p>	<p>Ponder {U}</p> <p>Sorcery</p> <p>Look at the top three cards of your library, then put them back in any order. You may shuffle your library.</p> <p>Draw a card.</p>	<p>Ponder {U}</p> <p>Sorcery</p> <p>Look at the top three cards of your library, then put them back in any order. You may shuffle your library.</p> <p>Draw a card.</p>
<p>Dance of the Dead {1}{B}</p> <p>Enchantment — Aura</p> <p>Enchant creature card in a graveyard</p> <p>When Dance of the Dead enters the battlefield, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with Dance of the Dead." Put enchanted creature card onto the battlefield tapped under your control and attach Dance of the Dead to it. When Dance of the Dead leaves the battlefield, that creature's controller sacrifices it.</p> <p>Enchanted creature gets +1/+1 and doesn't untap during its controller's untap step.</p> <p>At the beginning of the upkeep of enchanted creature's controller, that player may pay {1}{B}. If the player does, untap that creature.</p>	<p>Stomping Ground</p> <p>Land — Mountain Forest</p> <p><i>({T}: Add {R} or {G}.)</i></p> <p>As Stomping Ground enters the battlefield, you may pay 2 life. If you don't, Stomping Ground enters the battlefield tapped.</p>	<p>Jace, the Mind Sculptor {2}{U}{U}</p> <p>Legendary Planeswalker — Jace</p> <p>+2: Look at the top card of target player's library. You may put that card on the bottom of that player's library.</p> <p>0: Draw three cards, then put two cards from your hand on top of your library in any order.</p> <p>−1: Return target creature to its owner's hand.</p> <p>−12: Exile all cards from target player's library, then that player shuffles their hand into their library.</p> <p>3</p>
<p>Delver of Secrets {U}</p> <p>Creature — Human Wizard</p> <p>At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform Delver of Secrets.</p> <p>1/1</p>	<p>Insectile Aberration</p> <p>Creature — Human Insect</p> <p>Flying</p> <p>3/2</p>	<p>Fire {1}{R}</p> <p>Instant</p> <p>Fire deals 2 damage divided as you choose among one or two targets.</p> <hr/> <p>Ice {1}{U}</p> <p>Instant</p> <p>Tap target permanent.</p> <p>Draw a card.</p>

<div><div><div>Fire</div><div>{1}{R}</div></div><div><div>Instant</div><div>Fire deals 2 damage divided as you choose among one or two targets.</div></div></div>	<div><div><div>Dusk</div><div>{2}{W}{W}</div></div><div><div>Sorcery</div><div>Destroy all creatures with power 3 or greater.</div></div></div>	<div><div><div>Akki Lavarunner</div><div>{3}{R}</div></div><div><div>Creature — Goblin Warrior</div><div>Haste</div><div>Whenever Akki Lavarunner deals damage to an opponent, flip it.</div></div></div>
<div><div><div>Ice</div><div>{1}{U}</div></div><div><div>Instant</div><div>Tap target permanent.</div><div>Draw a card.</div></div></div>	<div><div><div>Dawn</div><div>{3}{W}{W}</div></div><div><div>Sorcery</div><div>Aftermath (<i>Cast this spell only from your graveyard. Then exile it.</i>)</div><div>Return all creature cards with power 2 or less from your graveyard to your hand.</div></div></div>	<div><div><div>Tok-Tok, Volcano Born</div><div>Legendary Creature — Goblin Shaman</div><div>Protection from red</div><div>If a red source would deal damage to a player, it deals that much damage plus 1 to that player instead.</div></div><div><div>2/2</div><div>1/1</div></div></div>
<div><div><div>Echo Mage</div><div>{1}{U}{U}</div></div><div><div>Creature — Human Wizard</div><div>Level up {1}{U} (<i>{1}{U}: Put a level counter on this. Level up only as a sorcery.</i>)</div><div>LEVEL 2-3</div><div>2/4</div><div>{U}{U}, {T}: Copy target instant or sorcery spell. You may choose new targets for the copy.</div><div>LEVEL 4+</div><div>2/5</div><div>{U}{U}, {T}: Copy target instant or sorcery spell twice. You may choose new targets for the copies.</div></div><div><div>2/3</div></div></div>	<div><div><div>Skysovereign, Consul Flagship</div><div>{5}</div></div><div><div>Legendary Artifact — Vehicle</div><div>Flying</div><div>Whenever Skysovereign, Consul Flagship enters the battlefield or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.</div><div>Crew 3 (<i>Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.</i>)</div></div><div><div>6/5</div></div></div>	<div><div><div>Aethersnipe</div><div>{5}{U}</div></div><div><div>Creature — Elemental</div><div>When Aethersnipe enters the battlefield, return target nonland permanent to its owner's hand.</div><div>Evoke {1}{U}{U} (<i>You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters the battlefield.</i>)</div></div><div><div>4/4</div></div></div>
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