













**Cunning Wish** 2



Instant

Choose an instant card you own from outside the game, reveal that card, and put it into your hand. Remove Cunning Wish from the game.

*He wished for knowledge, but not for the will to apply it.*

Illus. Jim Nelson  
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**Demonic Tutor** 1



Sorcery

You may search your library for one card and take it into your hand. Reshuffle your library afterwards.

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**Echoing Truth** 1



Instant

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

*A single lie unleashes a tide of disbelief.*

Greg Staples  
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**Fact or Fiction** 3



Instant

Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.

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**Force of Will** 3



Interrupt

You may pay 1 life and remove a blue card in your hand from the game instead of paying Force of Will's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Counter target spell.

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**Gush** 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost. Draw two cards.

*Don't trust your secrets to the sea.*

Illus. Key Walker  
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**Merchant Scroll** 1



**Sorcery**

Search your library for a blue instant or interrupt. Reveal that card to all players and put it into your hand. Reshuffle your library afterwards.

*"There's no trade without trust."*  
—Eron the Relentless

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**Merchant Scroll** 1



**Sorcery**

Search your library for a blue instant or interrupt. Reveal that card to all players and put it into your hand. Reshuffle your library afterwards.

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**Mystical Tutor** 1



**Instant**

Search your library for an instant, interrupt, mana source, or sorcery card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.

*"To the tutors, a 'poem of sand' was of little account, a 'poem of ivory,' priceless."*  
—Afari, Tales

Illus. David O'Connor  
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**Psychatog** 1



**Creature — Atog**

Discard a card from your hand: Psychatog gets +1/+1 until end of turn.

Remove two cards in your graveyard from the game: Psychatog gets +1/+1 until end of turn.

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**Time Walk** 1



**Sorcery**

Take an extra turn after this one.

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**Brainstorm** 1



**Instant**

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

*"I reeled from the blow, and then suddenly, I knew exactly what to do. Within moments, victory was mine."*  
—Gustha Ebbasdotter, Kjeldoran Royal Mage

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**Yawgmoth's Will** 2



**Sorcery**

Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game instead.

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**Hurkyl's Recall** 1



Instant

All artifacts in play owned by target player are returned to target player's hand. Any enchantments on those artifacts are discarded. Cannot be played during the damage-dealing phase of an attack. *This spell, attributed to Drafna, was actually the work of his wife Hurkyl.*

Illus. © Néné Thomas

**Naturalize** 1



Instant

Destroy target artifact or enchantment.

*"From here, let the world be reborn."*

Illus. Ron Spears

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**Pernicious Deed** 1



Enchantment

X, Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.

*"Yavogmoth," Freyalise whispered as she set the bomb, "now you will pay for your treachery."*

Illus. Christopher Moeller

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**Skeletal Scrying** X



Instant

As an additional cost to play Skeletal Scrying, remove X cards in your graveyard from the game. You draw X cards and you lose X life.

Illus. Bob Petillo

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