Search for Tomorrow



Sorcery

Search your library for a basic land card, put it onto the battlefield, then shuffle.

Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow



Sorcery

Search your library for a basic land card, put it onto the battlefield, then shuffle.

Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow



Sorcery

Search your library for a basic land card, put it onto the battlefield, then shuffle.

Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow



Sorcery

Search your library for a basic land card, put it onto the battlefield, then shuffle.

Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast

Search for Tomorrow
Sorcery
Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2—🌳 *(Rather than cast this card from your hand, you may pay 🌳 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*
137 C
DMC • EN Greg Staples
™ & © 2022 Wizards of the Coast