Start the TARDIS 1 {U}



Sorcery

Surveil 2, then draw a card. You may planeswalk. *(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.)*

Jump-start *(You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)*

U 0661
WHO★EN Mandy Jurgens

© BBC
™ & © 2023 Wizards of the Coast

Start the TARDIS 1 {U}
Sorcery
Surveil 2, then draw a card. You may planeswalk. *(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.)*
Jump-start *(You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)*
U 0661
WHO★EN Mandy Jurgens
© BBC
™ & © 2023 Wizards of the Coast

Start the TARDIS 1 {U}
Sorcery
Surveil 2, then draw a card. You may planeswalk. *(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.)*
Jump-start *(You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)*
U 0661
WHO★EN Mandy Jurgens
© BBC
™ & © 2023 Wizards of the Coast

Start the TARDIS 1 {U}
Sorcery
Surveil 2, then draw a card. You may planeswalk. *(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.)*
Jump-start *(You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)*
U 0661
WHO★EN Mandy Jurgens
© BBC
™ & © 2023 Wizards of the Coast

Start the TARDIS 1 {U}
Sorcery
Surveil 2, then draw a card. You may planeswalk. *(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.)*
Jump-start *(You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)*
U 0661
WHO★EN Mandy Jurgens
© BBC
™ & © 2023 Wizards of the Coast

Start the TARDIS 1 {U}
Sorcery
Surveil 2, then draw a card. You may planeswalk. *(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.)*
Jump-start *(You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)*
U 0661
WHO★EN Mandy Jurgens
© BBC
™ & © 2023 Wizards of the Coast

Start the TARDIS 1 {U}
Sorcery
Surveil 2, then draw a card. You may planeswalk. *(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.)*
Jump-start *(You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)*
U 0661
WHO★EN Mandy Jurgens
© BBC
™ & © 2023 Wizards of the Coast

Start the TARDIS 1 {U}
Sorcery
Surveil 2, then draw a card. You may planeswalk. *(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.)*
Jump-start *(You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)*
U 0661
WHO★EN Mandy Jurgens
© BBC
™ & © 2023 Wizards of the Coast

Start the TARDIS 1 {U}
Sorcery
Surveil 2, then draw a card. You may planeswalk. *(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.)*
Jump-start *(You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)*
U 0661
WHO★EN Mandy Jurgens
© BBC
™ & © 2023 Wizards of the Coast