Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow



Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169

Search for Tomorrow

Sorcery

Search your library for a basic land card and put it onto the battlefield. Then shuffle your library.

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.)*

Randy Gallegos

™ & © 1993-2009 Wizards of the Coast LLC 77/169