

Eluge, the Shoreless Sea

1



Legendary Creature — Elemental Fish

Eluge's power and toughness are each equal to the number of Islands you control.

Whenever Eluge enters or attacks, put a flood counter on target land. It's an Island in addition to its other types for as long as it has a flood counter on it.

The first instant or sorcery spell you cast each turn costs $\frac{1}{2}$ (or 1) less to cast for each land you control with a flood counter on it.

★/★

M 0049
BLB • EN CHASE STONE

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Island



Basic Land — Island



255/269 L
ELD • EN LUCAS GRACIANO

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Island



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Basic Land — Island



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Mystic Sanctuary



Land — Island



(C: Add .)

Mystic Sanctuary enters the battlefield tapped unless you control three or more other Islands.

When Mystic Sanctuary enters the battlefield untapped, you may put target instant or sorcery card from your graveyard on top of your library.

247/269 C
ELD • EN RANDY VARGAS

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Nykthos, Shrine to Nyx



Legendary Land



C: Add 1 to your mana pool.

2, C: Choose a color. Add to your mana pool an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

Jung Park

™ & © 2013 Wizards of the Coast 223/249

Rogue's Passage



Land



C: Add .

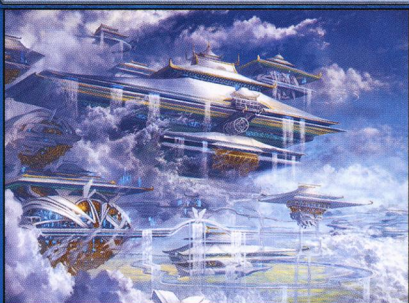
4, C: Target creature can't be blocked this turn.

Rumors quickly spread among thieves about a labyrinth without walls and a prize beyond all measures of worth.

U 0421
MOC • EN CHRISTINE CHOI

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Otakara, Soaring City



Legendary Land



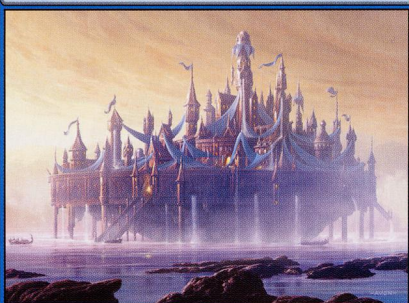
C: Add .

Channel — 3, Discard Otakara, Soaring City: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs 1 less to activate for each legendary creature you control.

271/302 R
NEO • EN ALAYNA DANNER

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Castle Vantress



Land



Castle Vantress enters the battlefield tapped unless you control an Island.

C: Add .

2, C: Scry 2.

Without Vantress's knowledge, the realm would lose itself in darkness.

242/269 R
ELD • EN JOHN AYON

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Ancient Tomb



Land



C: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.

There is no glory to be gained in the kingdom of the dead.
—Vec tomb inscription

Illus. Colin MacNeil
©1992 Wizards of the Coast, Inc.



Sea Gate Restoration 4



Sorcery

Draw cards equal to the number of cards in your hand plus one. You have no maximum hand size for the rest of the game.

"We have much to remember . . . and much we can never forget."
—Tazri

Land

076/280 M
ZNR • EN ADAM PAQUETTE

Sol Ring 1



Artifact

☞: Add ♦♦.

*"Meadowlarks sing in sun-touched skies
And breezes kiss where Eirdur lies."*
—Verselet of Lortwyn

U 0057
ECC • EN DARIA AKSENOVA

Arcane Signet 2



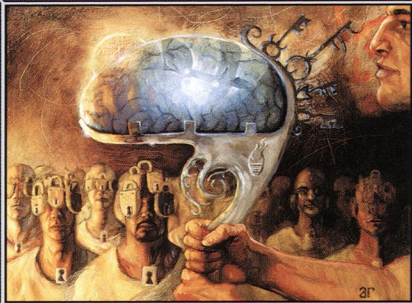
Artifact

☞: Add one mana of any color in your commander's color identity.

It started as a mere drop of water. The Magic Mirror crystallized it into much more.

234 C
C21 • EN DAN SCOTT

Mind Stone 2



Artifact

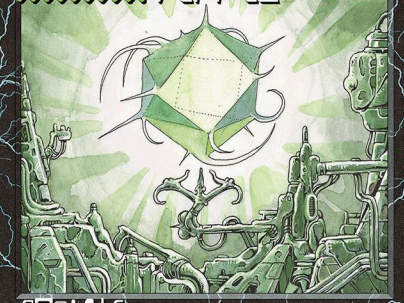
☞: Add ♦.

1, ☞, Sacrifice Mind Stone: Draw a card.

"What is mana but possibility, an idea not yet given form?"
—Jhoira, master artificer

211 U
AFC • EN ADAM REX

THOUGHT VESSEL 2



ARTIFACT

You have no maximum hand size.

☞: Add ♦.

"Don't touch that! That's where I keep my most terrible ideas!"

Illus. Jackson Epstein
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Sapphire Medallion 2

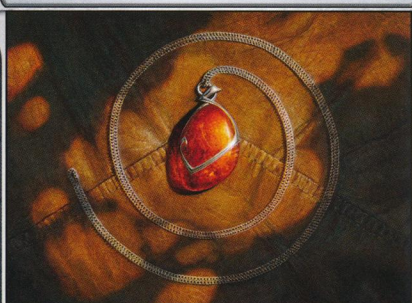


Artifact

Your blue spells cost 1 less to play.

Illus. Sue Ellen Brown
© 1997 Wizards of the Coast, Inc.

Mox Amber 0



Legendary Artifact

☞: Add one mana of any color among legendary creatures and planeswalkers you control.

A moment in time made tangible, it has the power to realize epic visions.

224/269 M
DOM • EN STEVEN BELLEUDIN

Gilded Lotus 5



Artifact

☞: Add three mana of any one color to your mana pool.

Over such beauty, wars are fought. With such power, wars are won.

—Martina Pilcerova
© 1993-2012 Wizards of the Coast LLC 206/249

High Tide 1



Instant

Until end of turn, all islands produce an additional ♦ when tapped for mana.

"When the very tides turn against you, it's time to consider retirement."
—General Khurzog

Illus. Drew Tucker
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Sea Gate, Reborn



Land

As Sea Gate, Reborn enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

☞ Add ♠.

"We carry on the legacy of those who defended our world by continuing to unearth its secrets."
—Tazri

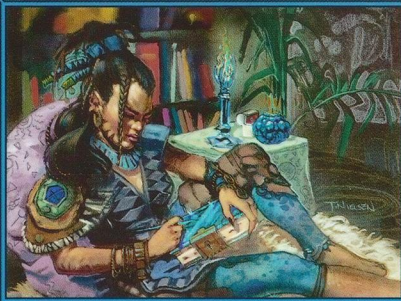
Sorcery 4 ♠ ♠ ♠ ♠

076/280 M
ZNR • EN • ADAM PAQUETTE

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Rhystic Study

2



Enchantment

Whenever an opponent casts a spell, you may draw a card unless that player pays 1.

Friends teach what you want to know. Enemies teach what you need to know.

Terese Nielsen

TM & © 2012 Wizards of the Coast 15/18

Mystic Remora

1



Enchantment

Cumulative upkeep 1 (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays 4.

R 1842

SLD • EN • TESPER EISING

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Consecrated Sphinx

4



Creature — Sphinx

Flying

Whenever an opponent draws a card, you may draw two cards.

Blessed by the hands of Jin-Gitaxias.

4/6

047/249 M

IMA • EN • MARK ZUG

TM & © 2017 Wizards of the Coast

Svyelun of Sea and Sky

1



Legendary Creature — Merfolk God

Svyelun of Sea and Sky has indestructible as long as you control at least two other Merfolk.

Whenever Svyelun attacks, draw a card. Other Merfolk you control have ward 1.

3/4

M 0175

LCC • EN • SEB MCKINNON

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Psychic Corrosion

2



Enchantment

Whenever you draw a card, each opponent puts the top two cards of their library into their graveyard.

"To break another's mind is to deliver a fate worse than death. It is a terrifying power."
—Jace Beleren

068/280 U

M19 • EN • BASTIEN L. DEHARME

TM & © 2018 Wizards of the Coast

Ponder

1



Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle your library. Draw a card.

Tomorrow belongs to those who prepare for it today.

Dan Scott

TM & © 1993-2009 Wizards of the Coast LLC 68/249

Preordain

1



Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

C 0107

OTC • EN • SVETLIN VELINOV

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Brainstorm

1



Instant

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

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

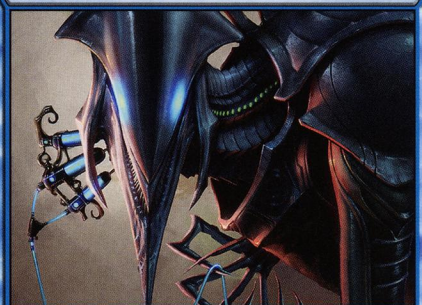
115

C21 • EN • WILLIAM MURAI

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Serum Visions

1



Sorcery

Draw a card. Scry 2.

Serum was once derived from Mirrodin's blinkmoths, offering visions of inspiration. Now it is pulled from Phyrexian inkmoths, yielding visions of perfection.

049/249 U

MM3 • EN • IZZY

TM & © 2017 Wizards of the Coast



Consider



Instant

Look at the top card of your library. You may put that card into your graveyard. Draw a card.

Ivold gasped in surprise. Either a very strange insect had crawled onto one of the lenses or he was seeing geists at last!

044/277 C
MID • EN ZEZHOU CHEN

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Impulse



Instant

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

"You call it luck. I call it preparation."

— Izzy
™ & © 2019 Wizards of the Coast 5/20

Frantic Search



Instant

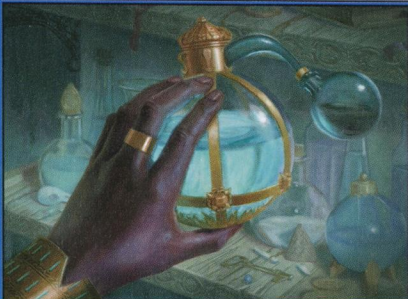
Draw two cards, then discard two cards. Untap up to three lands.

It took the banning of temporal manipulation at Tolaria West to teach its students the value of time.

C 0096
CMM • EN MITCHELL MALLOY

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Mystical Tutor



Instant

Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

The student searches the world for meaning. The master finds worlds of meaning in the search.

060/261 R
DMR • EN LINDSEY LOOK

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Merchant Scroll



Sorcery

Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.

Lat-Nam wizards trade knowledge on scrolls made of magic so they can better guard against thieves and spies.

— David Martin
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Personal Tutor

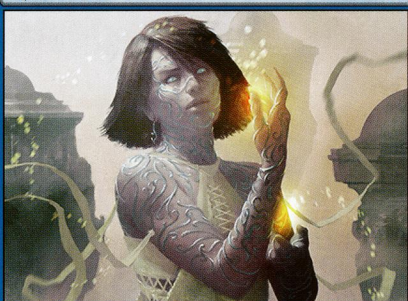


Sorcery

Search your deck for a sorcery and reveal that card to all players. Shuffle your deck and put the revealed card on top of it.

Illus. D. Alexander Gregory
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Spellseeker



Creature — Human Wizard

When Spellseeker enters the battlefield, you may search your library for an instant or sorcery card with converted mana cost 2 or less, reveal it, put it into your hand, then shuffle your library.

Mages and warriors recruited from across Kylem display their skills at Valor's Reach.

041/254 R
BBD • EN IGOR KIERVLUK

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Force of Will



Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.

Counter target spell.

"Your artillery will burn itself out before I allow my focus to waver."

— Illus. Donato Giancola
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Force of Negation



Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.

Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

"Try, if you must."

050/331 R
2X2 • EN PAUL SCOTT CANAVAN

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Fierce Guardianship

2



Instant

If you control a commander, you may cast this spell without paying its mana cost.
Counter target noncreature spell.

*"Hunt somewhere else. This is your only warning."
—Gavi, nest warden*

035/322 R
C20 • EN • RANDY VARGAS

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Pact of Negation

0



Instant

Counter target spell.
At the beginning of your next upkeep, pay 3 . If you don't, you lose the game.

Those who expect betrayal at every turn are seldom disappointed.

077/289 R
TSR • EN • JASON CHAN

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Swan Song

0



Instant

Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.

The gracefulness of their flight makes one wonder whether Nature or, indeed, a rare sort of Magic lifts their wings.

091
SLD • EN • ALLEN DOUGLAS

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Flusterstorm

0



Instant

Counter target instant or sorcery spell unless its controller pays 1.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

—Erica Yang

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An Offer You Can't Refuse

0



Instant

Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "Sacrifice this artifact: Add one mana of any color.")

Elspeth wanted answers. Xander needed a spy. Their paths were destined to cross.

051/281 U Story Spotlight
SNC • EN • DALLAS WILLIAMS

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Counterspell

0



Instant

Counter target spell.

045/261 C
DMR • EN • ZACK STELLA

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Mana Drain

0



Instant

Counter target spell. At the beginning of your next main phase, add an amount of equal to that spell's mana value.

Enthusiasm is no match for preparation.

057/331 M
2X2 • EN • RAYMOND SWANLAND

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Spell Pierce

0



Instant

Counter target noncreature spell unless its controller pays 2.

*"There's a hole in your plan."
—Noyan Dar, Tazeem lullmage*

063/331 C
2X2 • EN • VANCE KOVACS

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Mental Misstep

0



Instant

(can be paid with either or 2 life.)
Counter target spell with converted mana cost 1.

*"Your first mistake was thinking I would let you live long enough to make a second."
—Sarnvax, Gitaxian sevice*

—Erica Yang
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Cyclonic Rift

1



Instant

Return target nonland permanent you don't control to its owner's hand.

Overload 6 (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

The Izzet specialize in unnatural disaster.

104/337 R
C14 • EN • CHRIS RAHN

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Rapid Hybridization

1



Instant

Destroy target creature. It can't be regenerated. That creature's controller creates a 3/3 green Frog Lizard creature token.

"We've merged your life essence with that of several creatures at once. You're welcome."
—Speaker Trifon

U 0093
CLU • EN • JACK WANG

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Pongify

1



Instant

Destroy target creature. It can't be regenerated. Its controller creates a 3/3 green Ape creature token.

Some spellcrafting mistakes go on to become spells of their own.

U 0106
OTC • EN • HEATHER HUDSON

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Reality Shift

1



Instant

Exile target creature. Its controller manifests the top card of their library. (That player puts the top card of their library onto the battlefield face down as a 2/2 creature. If it's a creature card, it can be turned face up any time for its mana cost.)

U 0113
CMM • EN • HOWARD LYON

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Into the Flood Maw

1



Instant

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)

Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

U 0052
BLB • EN • DANNY SCHWARTZ

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Chain of Vapor

1



Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 23/390

Mystic Confluence

3



Instant

Choose three. You may choose the same mode more than once.

- Counter target spell unless its controller pays 3.
- Return target creature to its owner's hand.
- Draw a card.

illus. Kieran Yanner
™ & © 2020 Wizards of the Coast 312

Blue Sun's Zenith

X



Instant

Target player draws X cards. Shuffle Blue Sun's Zenith into its owner's library.

"The Origin Query will wait. We must ensure we survive to return to it."
—Pelyus, vedalken ordinar

illus. Izzy
™ & © 2013 Wizards of the Coast 32/356

Stroke of Genius

X



Instant

Target player draws X cards.

"Every thought is a star illuminating the darkness. Inspiration comes from finding the constellations that link them."

067/261 R
DMR • EN • ROVINA CAI

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Pull from Tomorrow



Instant



Draw X cards, then discard a card.

*"I do things in my own time."
—Etha, initiate of Rhet crop*

R 0076
EOC • EN SARA WINTERS

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Cryptic Command



Instant



Choose two — Counter target spell; or return target permanent to its owner's hand; or tap all creatures your opponents control; or draw a card.

Wayne England

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River's Rebuke



Sorcery



Return all nonland permanents target player controls to their owner's hand.

The waters that give the River Herald merfolk their name are sacred to their culture; they do not abide invaders to sail upon them.

R 0595
FDN • EN RAYMOND SWANLAND

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Repeal



Instant



Return target nonland permanent with mana value X to its owner's hand.
Draw a card.

*"Your deed cannot be undone. You, however, can be."
—Agosto, Azorius imperator*

C 0094
CLU • EN DAN MURAYAMA SCOTT

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Grafdigger's Cage



Artifact



Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

*"Best bury them right. We don't want any gruesome encores."
—Constable Trosk*

227/280 R
M20 • EN DANIEL LUONGREN

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Soul-Guide Lantern



Artifact



When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.

☞, Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard.

1, ☞, Sacrifice Soul-Guide Lantern: Draw a card.

U 0251
WOE • EN IRIS COMPIET

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Lord of Atlantis



Summon Lord of Atlantis

All Merfolk in play gain islandwalk and +1/+1 while this card is in play. A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

Illus. © Melissa Benson

2/2

Master of the Pearl Trident



Creature — Merfolk



Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

"Let the land dwellers know the coast is no longer the border between our realms. A new age of empire has begun."

Illus. Ryan Pancoast

2/2

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Merrow Reejeray



Creature — Merfolk Soldier



Other Merfolk creatures you control get +1/+1.

Whenever you cast a Merfolk spell, you may tap or untap target permanent.

"... that's when I reeled in a human about yay big."

2/2

061 U
J22 • EN PENGU

™ & © 2022 Wizards of the Coast



Merfolk Sovereign

1



Creature — Merfolk



Other Merfolk creatures you control get +1/+1.

☞: Target Merfolk creature can't be blocked this turn.

"We are not an empire, and I am not a queen. But I speak with the shout of the rivers and the whisper of the clinging mist."

2/2

010/047 R
E02 • EN • SLAWOMIR MANIAK

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Vodalian Hexcatcher

1



Creature — Merfolk Wizard



Flash

Other Merfolk you control get +1/+1.

Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays 1.

"You're just one more pollutant to be removed from the sea."

1/1

075/281 R
DMU • EN • DMITRY BURMAK

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Cursecatcher

1



Creature — Merfolk Wizard



Sacrifice Cursecatcher: Counter target instant or sorcery spell unless its controller pays 1.

"Of all the things that can be stolen, opportunity is the most valuable."

1/1

Warren Mahy
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Thassa, God of the Sea

2



Legendary Enchantment Creature — God



Indestructible

As long as your devotion to blue is less than five, Thassa isn't a creature. (Each in the mana costs of permanents you control counts toward your devotion to blue.)

At the beginning of your upkeep, scry 1.

1: Target creature you control can't be blocked this turn.

5/5

M 0176
LCC • EN • JASON CHAN

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Kira, Great Glass-Spinner

1



Legendary Creature — Spirit



Flying

Creatures you control have "Whenever this creature becomes the target of a spell or ability for the first time in a turn, counter that spell or ability."

Each spell is an intricate tapestry, and Kira is the great unraveler.

2/2

Key Walker
™ & © 2013 Wizards of the Coast 49/229

Tishana's Tidebinder

2



Creature — Merfolk Wizard



Flash

When Tishana's Tidebinder enters the battlefield, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as Tishana's Tidebinder remains on the battlefield. (Mana abilities can't be targeted.)

3/2

R 0081
LC1 • EN • NINO YECIA

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Aquitect's Will

1



Tribal Sorcery — Merfolk



Put a flood counter on target land. That land is an Island in addition to its other types for as long as it has a flood counter on it. If you control a Merfolk, draw a card.

"You may want to hold your breath."
—Kellyg, merrow aquitect

002/063 C
DDT • EN • DIMITAR

™ & © 2017 Wizards of the Coast

The Flood of Mars

2



Creature — Alien Zombie Horror



Islandwalk (This creature can't be blocked as long as defending player controls an Island.)

Water Always Wins — Whenever The Flood of Mars attacks, put a flood counter on another target creature or land. If it's a creature, it becomes a copy of The Flood of Mars. If it's a land, it becomes an Island in addition to its other types.

3/3

R 0045
WHO • EN • ANDREY KUZINSKY

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Whispersilk Cloak

3



Artifact — Equipment



Equipped creature can't be blocked and has shroud. (It can't be the target of spells or abilities.)

Equip 2

Such cloaks are in high demand both by assassins and by those who fear them.

280/351 U
C16 • EN • DAREN BADER

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Aqueous Form



Enchantment — Aura



Enchant creature
Enchanted creature can't be blocked.
Whenever enchanted creature attacks,
sacrifice 1. *(Look at the top card of your
library. You may put that card on the
bottom of your library.)*

Slawomir Maniak

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