

**Island**



Basic Land

Island

270/277 L  
VOW • EN ALAYNA DANNER

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**Air Elemental** 3



Creature — Elemental

**Flying**

*As insubstantial, and as powerful, as the wind that carries it.*

Illus. Doug Chaffee  
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4/4

**Ingenious Thief** 1



Creature — Thief

**Flying**

**When Ingenious Thief comes into play, look at target player's hand.**

Illus. Dan Frazier  
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1/1

**Giant Octopus** 3



Creature — Octopus

*“Before my eyes was a horrible monster, worthy to figure in the legends of the marvellous. . . Its eight arms, or rather feet, fixed to its head . . . were twice as long as its body, and were twisted like the furies’ hair.”*  
—Jules Verne, *Twenty Thousand Leagues under the Sea*, trans. Lewis

Heather Hudson

3/3

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**Wind Drake** 2



Creature — Drake

**Flying**

*Drakes prowls the skies of Kaladesh, waiting for the perfect moment to strike.*

070/264 C  
KLD • EN TODD LOCKWOOD

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2/2

**Counterspell**



Instant

Counter target spell.

267/303 U  
MH2 • EN ZACK STELLA

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**Exhaustion** 2



Sorcery

Creatures and lands target opponent controls don't untap during his or her next untap step.

*Tired doesn't even begin to cover it.*

Paolo Parente

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**Extinguish** 1



Sorcery

**Play Extinguish only in response to another player playing a sorcery. That sorcery has no effect, and that player puts it into his or her graveyard.**

Illus. Ding Songjian  
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**Ransack** 3



Sorcery

**Look at the top five cards of target player's library. Put any number of them on the bottom of that library in any order and the rest on top of the library in any order.**

Illus. Ron Spencer  
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