

Faerie Conclave



Land

Faerie Conclave comes into play tapped.
 {c}: Add {u} to your mana pool.
 1 {u}: Faerie Conclave becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land. *(It can't be blocked except by creatures with flying or reach.)*

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Fiery Islet



Land

{c}, Pay 1 life: Add {u} or {r}.
 1, {c}, Sacrifice Fiery Islet: Draw a card.
Where water is the canvas and lava the paint.

238/254 R
 MH1 • EN RICHARD WRIGHT
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Island



Basic Land Island

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Waterlogged Grove



Land

☞, Pay 1 life: Add ♣ or ♠.

1, ☞, Sacrifice Waterlogged Grove: Draw a card.

The trees pull water from deep underground, filling the forest for miles.

249/254 R
MH1 • EN • JOHN AVON

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249/254 R
MH1 • EN • JOHN AVON

Benthic Biomancer



Creature — Merfolk Wizard Mutant

1 ♠: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)

Whenever one or more +1/+1 counters are put on Benthic Biomancer, draw a card, then discard a card.

"I am my life's work."

1/1

032/259 R
RNA • EN • DAARKEN

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Coralhelm Commander



Creature — Merfolk Soldier

Level up 1 (1: Put a level counter on this. Level up only as a sorcery.) 2/2

LEVEL 2-3 Flying 3/3

LEVEL 4+ Flying Other Merfolk creatures you control get +1/+1. 4/4

Jaime Jones

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Lord of Atlantis



Creature — Merfolk Lord



Other Merfolk get +1/+1 and have islandwalk.

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

Illus. Melissa A. Benson

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2/2

Master of the Pearl Trident



Creature — Merfolk



Other Merfolk creatures you control get +1/+1 and have islandwalk. (They are unblockable 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."

Ryan Pancoast

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2/2

Merfolk Trickster 



Creature — Merfolk Wizard 

Flash

When Merfolk Trickster enters the battlefield, tap target creature an opponent controls. It loses all abilities until end of turn.

Saved from destruction by one planeswalker's sacrifice, the Eliterate colony forswore the taking of life.

2/2

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Silvergill Adept 



Creature — Merfolk Wizard 

As an additional cost to play Silvergill Adept, reveal a Merfolk card from your hand or pay 3.

When Silvergill Adept comes into play, draw a card.

"I bring baubles of lore, lost secrets seined from the listening waves."

2/1

— Matt Cavotta
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Dismember 



Instant 

( can be paid with either  or 2 life.)

Target creature gets -5/-5 until end of turn.

*"You serve Phyrexia. Your pieces would better serve Phyrexia elsewhere."
—Azax-Azog, the Demon Thane*

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Dismember 1  



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079/249 U
MM2 • EN • TERESE NIELSEN

Echoing Truth 1 



Instant 

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

A single lie unleashes a tide of disbelief.

—Greg Staples

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Force of Negation 1  



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."

052/254 R
MH1 • EN • PAUL SCOTT CANAVAN

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Æther Vial 1



Artifact 

At the beginning of your upkeep, you may put a charge counter on Æther Vial.

: You may put a creature card with converted mana cost equal to the number of charge counters on Æther Vial from your hand into play.

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Smuggler's Copter 2



Artifact — Vehicle

Flying

Whenever Smuggler's Copter attacks or blocks, you may draw a card. If you do, discard a card.

Crew 1 (Tap any number of creatures you control with total power 1 or more; This Vehicle becomes an artifact creature until end of turn.)

3/3

235/264 R
KLD • EN • FLORIAN DE GESINCOURT

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Spreading Seas 1



Enchantment — Aura

Enchant land

When Spreading Seas enters the battlefield, draw a card.

Enchanted land is an Island.

Most inhabitants of Zendikar have given up on the idea of an accurate map.

Jung Park

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Ceremonious Rejection



Instant

Counter target colorless spell.

The judges at the Fair are held in such high esteem that a nod of recognition can inspire an inventor for a lifetime—and a wave of dismissal can end a career.

040/264 U
KLD • EN • CHRIS RAHN

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Chalice of the Void



Artifact

Chalice of the Void comes into play with X charge counters on it.

Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.

—Mark Zug

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Chalice of the Void



Artifact

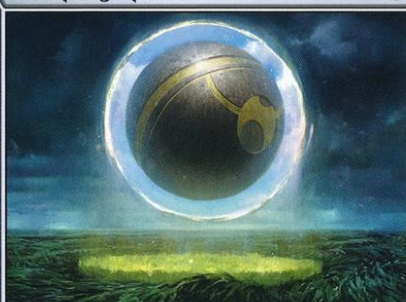
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Damping Sphere



Artifact

If a land is tapped for two or more mana, it produces ♦ instead of any other type and amount.

Each spell a player casts costs 1 more to cast for each other spell that player has cast this turn.

A Thran relic, it has spent ten thousand years doing absolutely nothing.

213/269 U
DOM • EN • ADAM PAQUETTE

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Deprive



Instant

As an additional cost to cast Deprive, return a land you control to its owner's hand.

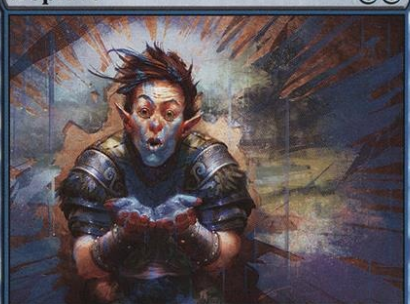
Counter target spell.

"That would have brought shame to you as a mage. Tell you what—I'll keep your secret."
—Noyan Dar, Tazeem lullmage

—Izzy

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Grafdigger's Cage



Artifact

Creature cards can't enter the battlefield from graveyards or libraries.

Players can't cast cards in graveyards or libraries.

"If you wind up in one of mine, you can be sure as silver it will be your last."
—Grafdigger Wulmer

—Daniel Ljunggren

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Tormod's Crypt 0



Artifact M15

☞, Sacrifice Tormod's Crypt:
Exile all cards from target player's graveyard.

Dominaria's most extravagant crypt nevertheless holds an empty grave.

237/269 U
M15 • EN LARS GRANT-WEST

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237/269 U
M15 • EN LARS GRANT-WEST

Vendilion Clique 1



Legendary Creature — Faerie Wizard 3

Flash
Flying

When Vendilion Clique comes into play, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of his or her library, then draws a card.

Michael Sutfin

3/1

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