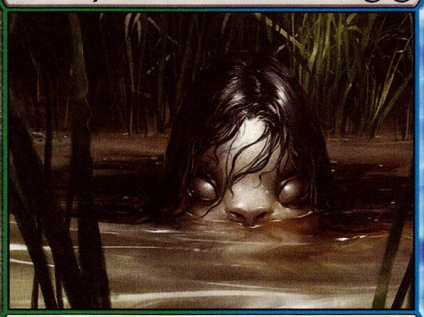
Cold-Eyed Selkie



Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

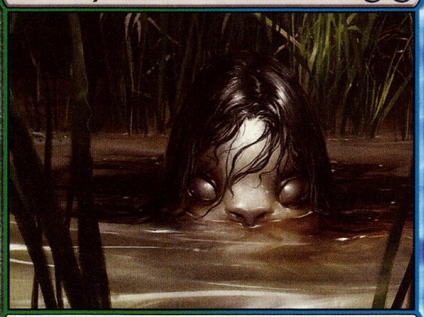
She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie



Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

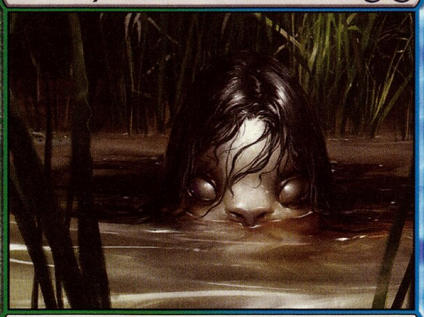
She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie



Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

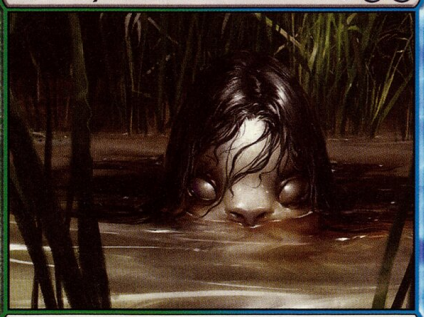
She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie



Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast

Cold-Eyed Selkie

Creature — Merfolk Rogue

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

Whenever Cold-Eyed Selkie deals combat damage to a player, you may draw that many cards.

She follows the old tributaries built when merrows still shaped the tides.

1/1

025/063 R
DDT • EN Jaime Jones

™ & © 2017 Wizards of the Coast