Lost Isle Calling

1 U



Enchantment

Whenever you scry, put a verse counter on Lost Isle Calling.

4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.

"To the Sea, to the Sea!"

R 0061
LTR ★ EN Wanghe Li

© MEE
™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling

1 U



Enchantment

Whenever you scry, put a verse counter on Lost Isle Calling.

4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.

"To the Sea, to the Sea!"

R 0061
LTR ★ EN Wanghe Li

© MEE
™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling

1 U



Enchantment

Whenever you scry, put a verse counter on Lost Isle Calling.

4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.

"To the Sea, to the Sea!"

R 0061
LTR ★ EN Wanghe Li

© MEE
™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling

1 U



Enchantment

Whenever you scry, put a verse counter on Lost Isle Calling.

4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.

"To the Sea, to the Sea!"

R 0061
LTR ★ EN Wanghe Li

© MEE
™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast

Lost Isle Calling 1 U
Enchantment
Whenever you scry, put a verse counter on Lost Isle Calling.
4 U U, Exile Lost Isle Calling: Draw a card for each verse counter on Lost Isle Calling. If it had seven or more verse counters on it, take an extra turn after this one. Activate only as a sorcery.
"To the Sea, to the Sea!"
R 0061 LTR ★ EN Wanghe Li © MEE ™ & © 2023 Wizards of the Coast