High Tide



Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide



Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide



Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide



Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW

High Tide

Instant IDW

Until end of turn, whenever a player taps an Island for mana, that player adds to his or her mana pool *(in addition to the mana the land produces).*

"There's nothing like the high seas to clear your head or escape pursuers."

Eric Deschamps

™ & © 2013 Wizards of the Coast P13 IDW