











<p>Master of Waves 3</p>  <p>Creature — Merfolk Wizard</p> <p>Protection from red Elemental creatures you control get +1/+1. When Master of Waves enters the battlefield, put a number of 1/0 blue Elemental creature tokens onto the battlefield equal to your devotion to blue. (Each ♦ in the mana costs of permanents you control counts toward your devotion to blue.)</p> <p>—Karl Kopinski</p> <p>2/1</p>	<p>Master of Waves 3</p>  <p>Creature — Merfolk Wizard</p> <p>Protection from red Elemental creatures you control get +1/+1. When Master of Waves enters the battlefield, put a number of 1/0 blue Elemental creature tokens onto the battlefield equal to your devotion to blue. (Each ♦ in the mana costs of permanents you control counts toward your devotion to blue.)</p> <p>—Karl Kopinski</p> <p>2/1</p>	<p>Vapor Snag</p>  <p>Instant</p> <p>Return target creature to its owner's hand. Its controller loses 1 life.</p> <p><i>"This creature is inadequate. Send it to the splicers for innovation."</i> —Malcator, Executor of Synthesis</p> <p>—Raymond Swanland</p>
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<p>Spell Pierce</p>  <p>Instant</p> <p>Counter target noncreature spell unless its controller pays 2.</p> <p><i>"There's a hole in your plan."</i> —Noyan Dar, Tazeem lullmage</p> <p>—Vance Kovacs</p>	<p>Echoing Truth 1</p>  <p>Instant</p> <p>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</p> <p><i>A single lie unleashes a tide of disbelief.</i></p> <p>—Greg Staples</p>	<p>Echoing Truth 1</p>  <p>Instant</p> <p>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</p> <p><i>A single lie unleashes a tide of disbelief.</i></p> <p>—Greg Staples</p>



<p>Spellskite 2</p>  <p>Artifact Creature — Horror</p> <p>☐: Change a target of target spell or ability to Spellskite. (☐ can be paid with either 1 or 2 life.)</p> <p><i>"Let's show Vorinclex that progress doesn't always need teeth or claws."</i> —Malcator, Executor of Synthesis</p> <p>Chippy 0/4</p>	<p>Relic of Progenitus 1</p>  <p>Artifact</p> <p>☐: Target player exiles a card from his or her graveyard.</p> <p>1, Exile Relic of Progenitus: Exile all cards from all graveyards. Draw a card.</p> <p><i>Elves believe the hydra-god Progenitus sleeps beneath Naya, feeding on forgotten magics.</i></p> <p>Jean-Sébastien Rossbach</p>	<p>Hurkyl's Recall 1</p>  <p>Instant</p> <p>Return all artifacts target player owns to his or her hand.</p> <p><i>Hurkyl's research at the College of Lat-Nam wasn't enough to stop the two brothers, but for centuries thereafter her spellcraft taught artificers restraint.</i></p> <p>Ralph Horsley</p>
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