Gush 4



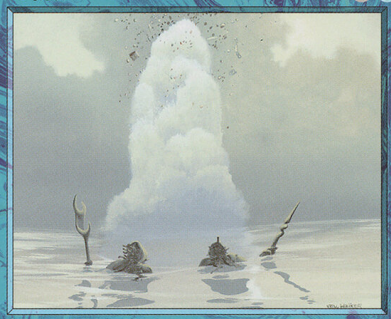
Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



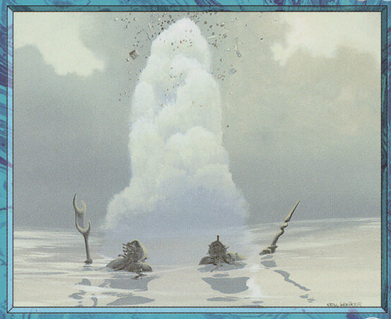
Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



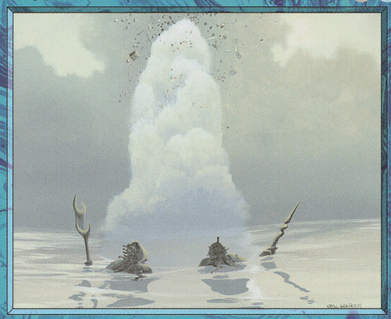
Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



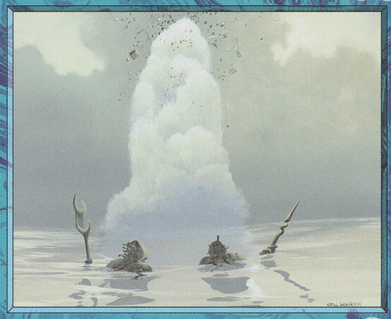
Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



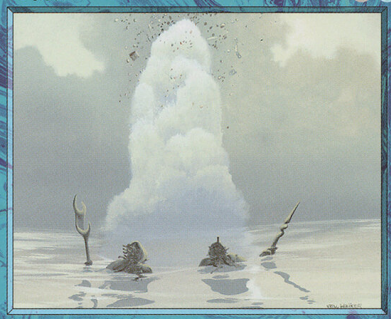
Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



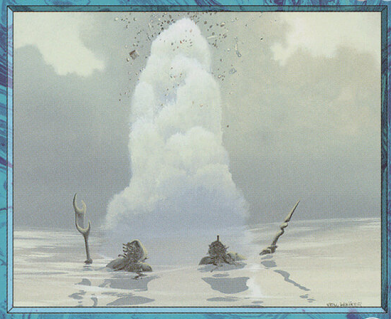
Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



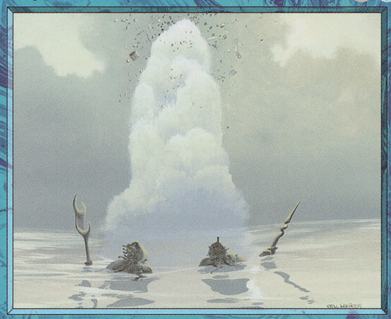
Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



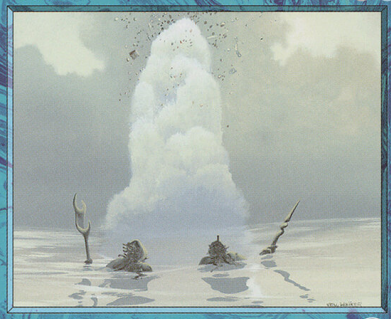
Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350

Gush 4



Instant

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.
Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993–1999 Wizards of the Coast, Inc. 82/350