Tidal Force 5



Creature — Elemental

At the beginning of each upkeep, you may tap or untap target permanent.

"Do not speak the name of the sea, for if it should hear you and rise up, no fortress in the world could hide you."
—Gimara of Halimar

Phill Simmer
™ & © 2013 Wizards of the Coast 62/356

7/7

Tidal Force 5

Creature — Elemental

At the beginning of each upkeep, you may tap or untap target permanent.

"Do not speak the name of the sea, for if it should hear you and rise up, no fortress in the world could hide you."
—Gimara of Halimar

Phill Simmer
™ & © 2013 Wizards of the Coast 62/356

7/7

Tidal Force 5

Creature — Elemental

At the beginning of each upkeep, you may tap or untap target permanent.

"Do not speak the name of the sea, for if it should hear you and rise up, no fortress in the world could hide you."
—Gimara of Halimar

Phill Simmer
™ & © 2013 Wizards of the Coast 62/356

7/7

Tidal Force 5

Creature — Elemental

At the beginning of each upkeep, you may tap or untap target permanent.

"Do not speak the name of the sea, for if it should hear you and rise up, no fortress in the world could hide you."
—Gimara of Halimar

Phill Simmer
™ & © 2013 Wizards of the Coast 62/356

7/7

Tidal Force 5

Creature — Elemental

At the beginning of each upkeep, you may tap or untap target permanent.

"Do not speak the name of the sea, for if it should hear you and rise up, no fortress in the world could hide you."
—Gimara of Halimar

Phill Simmer
™ & © 2013 Wizards of the Coast 62/356

7/7

Tidal Force 5

Creature — Elemental

At the beginning of each upkeep, you may tap or untap target permanent.

"Do not speak the name of the sea, for if it should hear you and rise up, no fortress in the world could hide you."
—Gimara of Halimar

Phill Simmer
™ & © 2013 Wizards of the Coast 62/356

7/7

Tidal Force 5

Creature — Elemental

At the beginning of each upkeep, you may tap or untap target permanent.

"Do not speak the name of the sea, for if it should hear you and rise up, no fortress in the world could hide you."
—Gimara of Halimar

Phill Simmer
™ & © 2013 Wizards of the Coast 62/356

7/7

Tidal Force 5

Creature — Elemental

At the beginning of each upkeep, you may tap or untap target permanent.

"Do not speak the name of the sea, for if it should hear you and rise up, no fortress in the world could hide you."
—Gimara of Halimar

Phill Simmer
™ & © 2013 Wizards of the Coast 62/356

7/7

Tidal Force 5

Creature — Elemental

At the beginning of each upkeep, you may tap or untap target permanent.

"Do not speak the name of the sea, for if it should hear you and rise up, no fortress in the world could hide you."
—Gimara of Halimar

Phill Simmer
™ & © 2013 Wizards of the Coast 62/356

7/7