

Aquatic Incursion3



Enchantment

When Aquatic Incursion enters the battlefield, create two 1/1 blue Merfolk creature tokens with hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

3: Target Merfolk can't be blocked this turn.

271U

J22 • EN

JASON RAINVILLE

™ & © 2022 Wizards of the Coast

Aquatic Incursion3



Enchantment

When Aquatic Incursion enters the battlefield, create two 1/1 blue Merfolk creature tokens with hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

3: Target Merfolk can't be blocked this turn.

271U

J22 • EN

JASON RAINVILLE

™ & © 2022 Wizards of the Coast

Aquatic Incursion3



Enchantment

When Aquatic Incursion enters the battlefield, create two 1/1 blue Merfolk creature tokens with hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

3: Target Merfolk can't be blocked this turn.

271U

J22 • EN

JASON RAINVILLE

™ & © 2022 Wizards of the Coast

Aquatic Incursion3



Enchantment

When Aquatic Incursion enters the battlefield, create two 1/1 blue Merfolk creature tokens with hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

3: Target Merfolk can't be blocked this turn.

271U

J22 • EN

JASON RAINVILLE

™ & © 2022 Wizards of the Coast