Aquatic Incursion

3 🔵



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.

032/196 U
RIX • EN ✒ Jason Rainville

™ & © 2018 Wizards of the Coast

Aquatic Incursion

3 🔵

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.

032/196 U
RIX • EN ✒ Jason Rainville

™ & © 2018 Wizards of the Coast

Aquatic Incursion

3 🔵

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.

032/196 U
RIX • EN ✒ Jason Rainville

™ & © 2018 Wizards of the Coast

Aquatic Incursion

3 🔵

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.

032/196 U
RIX • EN ✒ Jason Rainville

™ & © 2018 Wizards of the Coast

Aquatic Incursion

3 🔵

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.

032/196 U
RIX • EN ✒ Jason Rainville

™ & © 2018 Wizards of the Coast