Wanderwine Prophets 4UU



Creature — Merfolk Wizard

Champion a Merfolk *(When this comes into play, sacrifice it unless you remove another Merfolk you control from the game. When this leaves play, that card returns to play.)*

Whenever Wanderwine Prophets deals combat damage to a player, you may sacrifice a Merfolk. If you do, take an extra turn after this one.

4/4

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