

Waterwind Scout

2



Creature — Merfolk Scout

Flying

When Waterwind Scout enters the battlefield, create a Map token. *(It's an artifact with "1, ♣, Sacrifice this artifact: Target creature you control explores. Activate only as a sorcery.")*

2/2

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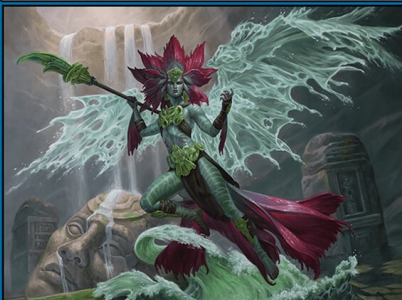
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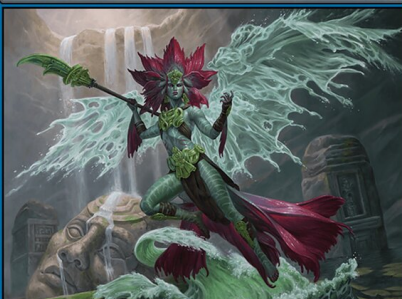
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