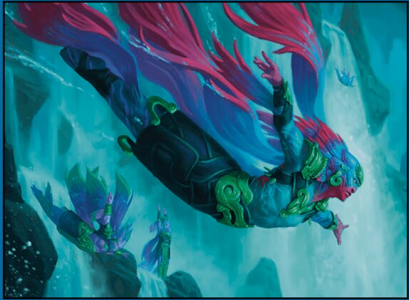


Mist Dancer

4



Creature — Merfolk Wizard

Flying

Other Merfolk you control get +1/+0 and have flying.

Encore 5 (5), (5), (5), Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/3

R 0076

LCC • EN

CHRISTINA KRAUS

TM & © 2023 Wizards of the Coast

Mist Dancer

4



Creature — Merfolk Wizard

Flying

Other Merfolk you control get +1/+0 and have flying.

Encore 5 (5), (5), (5), Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/3

R 0076

LCC • EN

CHRISTINA KRAUS

TM & © 2023 Wizards of the Coast

Mist Dancer

4



Creature — Merfolk Wizard

Flying

Other Merfolk you control get +1/+0 and have flying.

Encore 5 (5), (5), (5), Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/3

R 0076

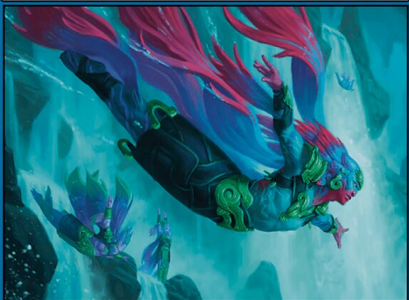
LCC • EN

CHRISTINA KRAUS

TM & © 2023 Wizards of the Coast

Mist Dancer

4



Creature — Merfolk Wizard

Flying

Other Merfolk you control get +1/+0 and have flying.

Encore 5 (5), (5), (5), Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

3/3

R 0076

LCC • EN

CHRISTINA KRAUS

TM & © 2023 Wizards of the Coast