Ambassador Laquatus {1}{U}{U}



Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}



Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}



Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}



Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383

Ambassador Laquatus {1}{U}{U}

Legendary Creature — Merfolk Wizard

{3}: Target player puts the top three cards of his or her library into his or her graveyard.

"Life is a game. The only thing that matters is whether you're a pawn or a player."

Jim Murray

1/3

™ & © 1993–2007 Wizards of the Coast, Inc. 65/383