Deepchannel Mentor 5



Creature — Merfolk Rogue

Blue creatures you control are unblockable.

The rivers can no longer provide safe passage for travelers and commerce. They serve only as highways for raiders and channels for blood and woe.

2/2

Jesper Ejsing

™ & © 1993–2008 Wizards of the Coast, Inc. 35/301

Deepchannel Mentor 5

Creature — Merfolk Rogue

Blue creatures you control are unblockable.

The rivers can no longer provide safe passage for travelers and commerce. They serve only as highways for raiders and channels for blood and woe.

2/2

Jesper Ejsing

™ & © 1993–2008 Wizards of the Coast, Inc. 35/301

Deepchannel Mentor 5

Creature — Merfolk Rogue

Blue creatures you control are unblockable.

The rivers can no longer provide safe passage for travelers and commerce. They serve only as highways for raiders and channels for blood and woe.

2/2

Jesper Ejsing

™ & © 1993–2008 Wizards of the Coast, Inc. 35/301

Deepchannel Mentor 5

Creature — Merfolk Rogue

Blue creatures you control are unblockable.

The rivers can no longer provide safe passage for travelers and commerce. They serve only as highways for raiders and channels for blood and woe.

2/2

Jesper Ejsing

™ & © 1993–2008 Wizards of the Coast, Inc. 35/301

Deepchannel Mentor 5

Creature — Merfolk Rogue

Blue creatures you control are unblockable.

The rivers can no longer provide safe passage for travelers and commerce. They serve only as highways for raiders and channels for blood and woe.

2/2

Jesper Ejsing

™ & © 1993–2008 Wizards of the Coast, Inc. 35/301

Deepchannel Mentor 5

Creature — Merfolk Rogue

Blue creatures you control are unblockable.

The rivers can no longer provide safe passage for travelers and commerce. They serve only as highways for raiders and channels for blood and woe.

2/2

Jesper Ejsing

™ & © 1993–2008 Wizards of the Coast, Inc. 35/301

Deepchannel Mentor 5

Creature — Merfolk Rogue

Blue creatures you control are unblockable.

The rivers can no longer provide safe passage for travelers and commerce. They serve only as highways for raiders and channels for blood and woe.

2/2

Jesper Ejsing

™ & © 1993–2008 Wizards of the Coast, Inc. 35/301

Deepchannel Mentor 5

Creature — Merfolk Rogue

Blue creatures you control are unblockable.

The rivers can no longer provide safe passage for travelers and commerce. They serve only as highways for raiders and channels for blood and woe.

2/2

Jesper Ejsing

™ & © 1993–2008 Wizards of the Coast, Inc. 35/301

Deepchannel Mentor 5

Creature — Merfolk Rogue

Blue creatures you control are unblockable.

The rivers can no longer provide safe passage for travelers and commerce. They serve only as highways for raiders and channels for blood and woe.

2/2

Jesper Ejsing

™ & © 1993–2008 Wizards of the Coast, Inc. 35/301