Night of the Flying Merfolk (2)(U)



Enchantment — Saga

Bedtime story *(Don't put a lore counter on this Saga as it enters. Put a lore counter on it at the beginning of your end step rather than your main phase. Sacrifice after III.)*

I — Create two 1/1 blue Merfolk creature tokens.

II — Put a flying counter on each tapped creature you control.

III — Draw a card for each creature you control that dealt combat damage to a player this turn.

TEST CARD *- Not for constructed play*

Ashlea Kelly

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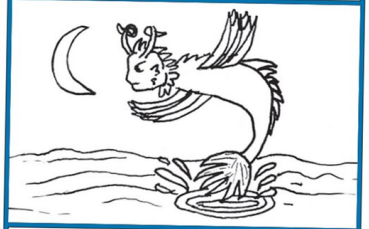

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