Merrow Commerce



Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrow renew their sense of community as they sharpen their wits and hone their trading skills.

Steve Ellis

™ & © 1993–2007 Wizards of the Coast, Inc. 72/301

Merrow Commerce

Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrow renew their sense of community as they sharpen their wits and hone their trading skills.

Steve Ellis

™ & © 1993–2007 Wizards of the Coast, Inc. 72/301

Merrow Commerce

Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrow renew their sense of community as they sharpen their wits and hone their trading skills.

Steve Ellis

™ & © 1993–2007 Wizards of the Coast, Inc. 72/301

Merrow Commerce

Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrow renew their sense of community as they sharpen their wits and hone their trading skills.

Steve Ellis

™ & © 1993–2007 Wizards of the Coast, Inc. 72/301

Merrow Commerce

Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrow renew their sense of community as they sharpen their wits and hone their trading skills.

Steve Ellis

™ & © 1993–2007 Wizards of the Coast, Inc. 72/301

Merrow Commerce

Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrow renew their sense of community as they sharpen their wits and hone their trading skills.

Steve Ellis

™ & © 1993–2007 Wizards of the Coast, Inc. 72/301

Merrow Commerce

Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrow renew their sense of community as they sharpen their wits and hone their trading skills.

Steve Ellis

™ & © 1993–2007 Wizards of the Coast, Inc. 72/301

Merrow Commerce

Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrow renew their sense of community as they sharpen their wits and hone their trading skills.

Steve Ellis

™ & © 1993–2007 Wizards of the Coast, Inc. 72/301

Merrow Commerce

Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrow renew their sense of community as they sharpen their wits and hone their trading skills.

Steve Ellis

™ & © 1993–2007 Wizards of the Coast, Inc. 72/301