Mire Triton

1



Creature — Zombie Merfolk

Deathtouch

When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*

Caught between life and death, between land and sea, between thought and oblivion.

2/1

092 U
SCD • EN
Seb McKinnon

™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton

1



Creature — Zombie Merfolk

Deathtouch

When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*

Caught between life and death, between land and sea, between thought and oblivion.

2/1

092 U
SCD • EN
Seb McKinnon

™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton

1



Creature — Zombie Merfolk

Deathtouch

When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*

Caught between life and death, between land and sea, between thought and oblivion.

2/1

092 U
SCD • EN
Seb McKinnon

™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton

1



Creature — Zombie Merfolk

Deathtouch

When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*

Caught between life and death, between land and sea, between thought and oblivion.

2/1

092 U
SCD • EN
Seb McKinnon

™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Mire Triton 1
Creature — Zombie Merfolk
Deathtouch
When Mire Triton enters the battlefield, mill two cards and you gain 2 life. *(To mill a card, put the top card of your library into your graveyard.)*
Caught between life and death, between land and sea, between thought and oblivion.
2/1
092 U
SCD • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast