
Wanderwine Prophets
Creature — Merfolk Wizard
Champion a Merfolk (When this comes into play, sacrifice it unless you remove another Merfolk you control from the game. When this leaves play, that card returns to play.)
Whenever Wanderwine Prophets deals combat damage to a player, you may sacrifice a Merfolk. If you do, take an extra turn after this one.
4/4
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