Champions of the Shoal

{3}{U}



Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}



Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}



Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}



Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast

Champions of the Shoal

{3}{U}

Creature — Merfolk Soldier

As an additional cost to cast this spell, behold a Merfolk and exile it.

Whenever this creature enters or becomes tapped, tap up to one target creature and put a stun counter on it.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

4/6

R 0356
ECL • EN ✒ Daniel Zrom

™ & © 2026 Wizards of the Coast