

Merfolk Secretkeeper



Creature — Merfolk Wizard

Venture Deeper
Sorcery — Adventure

Target player puts the top four cards of their library into their graveyard. (Then exile this card. You may cast the creature later from exile.)

Merfolk curiosity usually has dire consequences, but rarely for the merfolk.

0/4

053/269 C
ELD • EN IANA SCHIRMER

Merfolk Secretkeeper



Creature — Merfolk Wizard

Venture Deeper
Sorcery — Adventure

Target player puts the top four cards of their library into their graveyard. (Then exile this card. You may cast the creature later from exile.)

Merfolk curiosity usually has dire consequences, but rarely for the merfolk.

0/4

053/269 C
ELD • EN IANA SCHIRMER

Merfolk Secretkeeper



Creature — Merfolk Wizard

Venture Deeper
Sorcery — Adventure

Target player puts the top four cards of their library into their graveyard. (Then exile this card. You may cast the creature later from exile.)

Merfolk curiosity usually has dire consequences, but rarely for the merfolk.

0/4

053/269 C
ELD • EN IANA SCHIRMER

Merfolk Secretkeeper



Creature — Merfolk Wizard

Venture Deeper
Sorcery — Adventure

Target player puts the top four cards of their library into their graveyard. (Then exile this card. You may cast the creature later from exile.)

Merfolk curiosity usually has dire consequences, but rarely for the merfolk.

0/4

053/269 C
ELD • EN IANA SCHIRMER

Merfolk Secretkeeper



Creature — Merfolk Wizard

Venture Deeper
Sorcery — Adventure

Target player puts the top four cards of their library into their graveyard. (Then exile this card. You may cast the creature later from exile.)

Merfolk curiosity usually has dire consequences, but rarely for the merfolk.

0/4

053/269 C
ELD • EN IANA SCHIRMER

Merfolk Secretkeeper



Creature — Merfolk Wizard

Venture Deeper
Sorcery — Adventure

Target player puts the top four cards of their library into their graveyard. (Then exile this card. You may cast the creature later from exile.)

Merfolk curiosity usually has dire consequences, but rarely for the merfolk.

0/4

053/269 C
ELD • EN IANA SCHIRMER

Merfolk Secretkeeper



Creature — Merfolk Wizard

Venture Deeper
Sorcery — Adventure

Target player puts the top four cards of their library into their graveyard. (Then exile this card. You may cast the creature later from exile.)

Merfolk curiosity usually has dire consequences, but rarely for the merfolk.

0/4

053/269 C
ELD • EN IANA SCHIRMER

Merfolk Secretkeeper



Creature — Merfolk Wizard

Venture Deeper
Sorcery — Adventure

Target player puts the top four cards of their library into their graveyard. (Then exile this card. You may cast the creature later from exile.)

Merfolk curiosity usually has dire consequences, but rarely for the merfolk.

0/4

053/269 C
ELD • EN IANA SCHIRMER

Merfolk Secretkeeper



Creature — Merfolk Wizard

Venture Deeper
Sorcery — Adventure

Target player puts the top four cards of their library into their graveyard. (Then exile this card. You may cast the creature later from exile.)

Merfolk curiosity usually has dire consequences, but rarely for the merfolk.

0/4

053/269 C
ELD • EN IANA SCHIRMER