River Merfolk



Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk



Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk



Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk



Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1

River Merfolk

Creature — Merfolk

{U}: River Merfolk gains mountainwalk until end of turn.

"Dwelling in icy mountain streams near goblin and orcish foes, the river merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

Illus. Douglas Shuler

™ & © 1993-2007 Wizards of the Coast LLC 47/195

2/1