

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept 1



Creature — Merfolk Wizard

1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

Soothsayer Adept

1



Creature — Merfolk Wizard



1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept

1



Creature — Merfolk Wizard



1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept

1



Creature — Merfolk Wizard



1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept

1



Creature — Merfolk Wizard



1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept

1



Creature — Merfolk Wizard



1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept

1



Creature — Merfolk Wizard



1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept

1



Creature — Merfolk Wizard



1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept

1



Creature — Merfolk Wizard



1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast

Soothsayer Adept

1



Creature — Merfolk Wizard



1, : Draw a card, then discard a card.

One of the first lessons divination students learn is how to recognize the difference between a portent and a simple surface ripple.

1/3

055/275 C
STX • EN • CRISTI BALANESCU

™ & © 2021 Wizards of the Coast