Caller of Gales



Creature — Merfolk Wizard

1 , : Target creature gains flying until end of turn.

"Some merfolk choose to rest their fins in the water. I believe wisdom exists not only where we were born but where we were told not to go."

1/1

103/221 C
CN2 • EN
Alex Horley-Orlandelli

™ & © 2016 Wizards of the Coast

Caller of Gales



Creature — Merfolk Wizard

1 , : Target creature gains flying until end of turn.

"Some merfolk choose to rest their fins in the water. I believe wisdom exists not only where we were born but where we were told not to go."

1/1

103/221 C
CN2 • EN
Alex Horley-Orlandelli

™ & © 2016 Wizards of the Coast

Caller of Gales



Creature — Merfolk Wizard

1 , : Target creature gains flying until end of turn.

"Some merfolk choose to rest their fins in the water. I believe wisdom exists not only where we were born but where we were told not to go."

1/1

103/221 C
CN2 • EN
Alex Horley-Orlandelli

™ & © 2016 Wizards of the Coast

Caller of Gales



Creature — Merfolk Wizard

1 , : Target creature gains flying until end of turn.

"Some merfolk choose to rest their fins in the water. I believe wisdom exists not only where we were born but where we were told not to go."

1/1

103/221 C
CN2 • EN
Alex Horley-Orlandelli

™ & © 2016 Wizards of the Coast