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**Ar An
Imeall**
City

Level 1: Shuffle your deck.

Level 2: Discard two cards.

Level 4: Search your deck for a *creature* card and put it in your hand. Shuffle your deck afterwards.



9

Bracer of the Octopus

Enchantment

2

Enchanted **creature** gets a -1/-1 counter at the end of its controller's turn.

During combat, only **House of Noble** creatures can defend against enchanted **creature**.



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Coral Labyrinth

City

Level 1: When an opponent *moves* a *creature*, toss a coin. If it is heads, select a new destination for the creature and have opponent draw a card.

Level 3: When you *move* a *creature*, toss a coin. If it is heads, draw a card; otherwise target opponent selects a new destination for the creature.



10



Cylanna
Merfolk

When *I* enter play, counter next *non-Merfolk* spell. When *I* do counter a spell, put *me* on the bottom of your deck.

"Still not regretting calling me 'Den lille Havfrue'?"

1

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Devyanna
Merfolk

When *I* enter play, return target **creature** from an opponent's **army** to its owner's **hand**.

*"Ruler of Zennor, Pendour Cove,
and the vast seas beyond."*

1

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Devyanna
Merfolk

When *I* enter play, return target **creature** from an opponent's **army** to its owner's **hand**.

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1



Ellyanna
Merfolk

When *I* enter play, return target *creature* from your *army* to its owner's *hand*.

"Ellyanna, first of her name, second daughter of Deasura."

1

1



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Gwabbo
Merfolk

***First Strike** - In combat, I deal damage first. The opposing creature only strikes back if it survives.*

When *I* enter play, draw a card.

1

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Ink Cloud

Event

1

Non-Merfolk creatures deal no damage during combat this turn.
Draw a card.



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Draw a card.



Ink Cloud

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Non-Merfolk creatures deal no damage during combat this turn.
Draw a card.



2



**Kai
Dorellis**
Merfolk

When *I* enter play, put a +1/+1 counter on every *Merfolk* creature you control.

"Kai Dorellis, dual king of Altheria, in power during times of peace."

1

1

2



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**Kai
Krellis**
Merfolk

When a *Merfolk* creature comes into play, put a +1/+1 counter on *me*.

"Kai Krellis, dual king of Altheria, in power during times of war."



1



1



2



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Merfolk

When a *Merfolk* creature comes into play, put a +1/+1 counter on *me*.

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Karma Event

2

When an *enchantment*, a *magic*, or an *event* spell has a single target, **you** may change it to a different valid target.



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S
**Kelp
Forest**
City

You may return one *House of Nobles* creature from your *army* to your *hand*. That creature's loyalty marks are added to *my* devotion.

Level 2: *I* gain 1 defense point.


5

2



Merfolk Brawler

Merfolk

Damage dealt to *Merfolk* creatures is reduced by one.

"Let's rumble!"

1

1

2



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"Let's rumble!"

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Merfolk Joyride

Magic

3

Switch a *Merfolk* from your *army* with target *creature* from an opponent's army. *Unmark* both creatures.

The creature you gained control of dies at the end of your turn.



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Merman Armor

Enchantment

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Strategic Defense

Magic

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Search your deck for a **creature** with casting cost 3 or less and put it in your **army** marked. Shuffle your deck afterwards.



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Typhon

Merfolk Legend

When *I* enter play, look at the top five cards of your deck. You may select a *Merfolk* creature and put it in target opponent's *army* under their control. If you do, gain control of a *creature* in the same army and put it in your army marked.

1

3



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Merfolk Legend

When *I* enter play, look at the top five cards of your deck. You may select a *Merfolk* creature and put it in target opponent's **army** under their control. If you do, gain control of a **creature** in the same army and put it in your army marked.

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3



ARCENAGE

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