



## 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.

## 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

1



**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'?"*

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**Devyanna**  
Merfolk

**W**hen *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."*



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**Ellyanna**  
*Merfolk*

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

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



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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.

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# Ink Cloud

## Event

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**N**on-Merfolk creatures deal no damage during combat this turn.  
Draw a card.





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**Kai  
Dorellis**  
*Merfolk*

**W**hen *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."*

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**Kai  
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## Karma Event

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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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An illustration of a mermaid with long, flowing black hair and a green fish-like tail, holding a spear. She is swimming through a dense kelp forest with long, yellowish-green blades of kelp. The background is a deep blue-green with light rays filtering through the water. In the top right corner, there is a blue shield with a white 'S' and a stack of three grey, curved objects resembling sails or armor pieces.

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**Kelp  
Forest**  
*City*

**Y**ou 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.

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2



## Merfolk Brawler

*Merfolk*

**D**amage dealt to *Merfolk* creatures is reduced by one.

*"Let's rumble!"*

1

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# Merfolk Joyride

## Magic

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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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## Strategic Defense

### Magic

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**S**earch 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.

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# Arceage

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