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*Merfolk*

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*"The Ocean is life."*

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**Aurora**

*Merfolk Wizard*

➤ Put a **creature** from your hand in a **city** you control. Discard two **Merfolk** cards unless the creature was a **Merfolk**.

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## Balat's Fighter

*Merfolk Soldier*

**Sudden** - I can be played directly into your army.

At the end of each turn return **me** to my owner's **hand**.

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**Crelanu**

*Human Wizard*

↪ When you play an *event* or a *magic* card you may *imprint* it on me. Use this ability only once.

↪ Sacrifice *me* to replay the *imprinted* card. *Imprinted magic* can only be replayed during your *play phase*.

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**Dufus**  
Merfolk

**Salvage 4** - You may pay 4 resources to return me to your hand from the graveyard.

↻ target **creature** loses all its current abilities until end of turn.

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## Enchanted Pools

*Sunken City*

**Level 1:** All *non-Merfolk* creatures have *fatigue*.

**Level 4:** All *Merfolk* creatures have *sudden*.

(Creatures with *fatigue* come into play marked.  
Creatures with *sudden* can be played directly  
into your army.)



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## Giant Cuttlefish

*Sepia*

**Overrun** - The surplus of unblocked damage I deal is carried over to the attacked city.

In combat, **I** lose my **overrun** ability when two or more creatures defend against **me**.

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## Lighthouse

City

**Level 1:** Put a -1/-1 counter on target *creature* you control and prevent all damage to it until your next *tactics phase*.

**Level 2:** Increase all other *cities'* *devotion level* with *my* current *devotion level*. (Can be more than 2.)



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## Melusand

*Merfolk Legend*

*Unique - No player can control more than one of this unit at any time.*

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*Magic*

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**S**acrifice any number of *Merfolks*. Deal 1 damage to target *creature* for each sacrificed *Merfolk*. Draw two cards.



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## Sapphire Halls

City

**Level 2:** Target player's *creatures* come into play *marked*.

**Level 4:** All players skip their *unmark phase*.



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## Stone to Turn

*Magic*

3

**S**earch your *deck* for every copy of *me* and remove all of *us* from the game. Destroy all your *resource cards* and shuffle your *deck*. Target *player* takes an additional turn after their normal turn.



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**Xandra**  
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# ARCENAGE

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