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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**.

"Brothers and sisters of the Great Ocean, I summon thee."

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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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When *I* enter play, search target player's **deck** for a creature card. Then that player may also search your **deck** for a creature card. Remove both **creatures** from the game and shuffle the decks.

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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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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.)



9

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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*.

8

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Hoplite

Merfolk Soldier

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*(The surplus of unblocked damage dealt by creatures with **overrun** is carried over to the attacked city.)*

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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.*

When a **Merfolk** enters play, deal 1 damage to target **creature** or **city**.

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Merfolk's Last Resort

Magic

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Sacrifice 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*.



9

Stone to Turn

Magic

3

Search 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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**Triton***Merfolk Soldier*

When *I* enter play, all *Merfolk* creatures have **first strike** until end of turn.

*(Creatures with **first strike** deal damage first in combat. The opposing creature only strikes back if it survives.)*

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Turn to Stone Enchantment

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Target **creature** gains **veteran** and can not be **marked**.

(Creatures with **veteran** are not marked for attacking.)



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3



Xandra
Merfolk

When a **Merfolk** enters play, draw a card, then put a card from your **hand** on the bottom of your **deck**.

"The Ocean and the Water, treasure the great link between all life."

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ArceAge

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