MERFOLK CHAMPION

III

ATK 2 | CREATURE MERFOLK | DEF 2

Other Merfolk you control get +1 ATK and +1 DEF.

-Tribes - artwork by A. Propst

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MERCURY-CALLER

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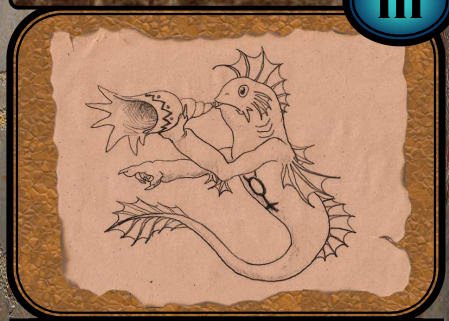
ATK 2 | CREATURE MERFOLK | DEF 2

PE: Look at the top 3 cards of your SB. Put all Creatures with the type “Merfolk” into your hand. Put the rest of the cards under your SB in any order.

-Tribes - artwork by A. Propst

MERCURY-CALLER

III



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WATER ELEMENTAL

III

ATK 0 | CREATURE ELEMENTAL | DEF 0

Comes into play with a number of +1/+1 counters equal to the number of Mercury-Stones on the ES-pile you play it to. If Water Elemental would be put to your DP from play, shuffle it into your SB.

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