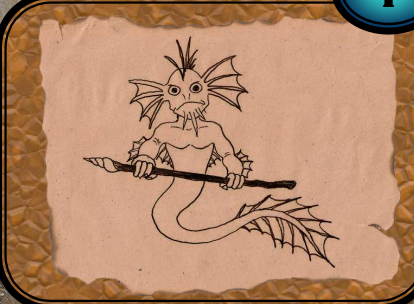


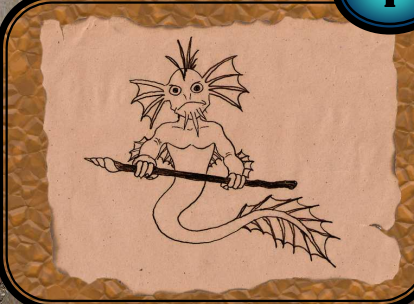
MERMAN **I**



ATK 1 CREATURE MERFOLK DEF 1

DPT: Comes into play with a +1/+1 counter on it.


MERMAN **I**



ATK 1 CREATURE MERFOLK DEF 1

DPT: Comes into play with a +1/+1 counter on it.

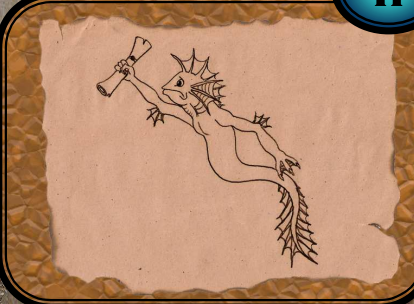
MERMAN **I**



ATK 1 CREATURE MERFOLK DEF 1

DPT: Comes into play with a +1/+1 counter on it.

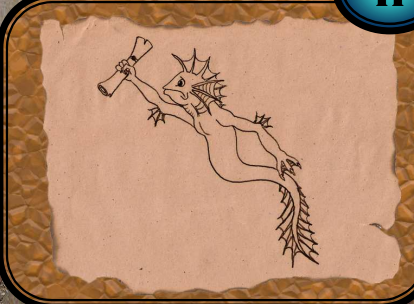
WAVE COURIER **II**



ATK 1 CREATURE MERFOLK DEF 1

PE: Draw 1 card.

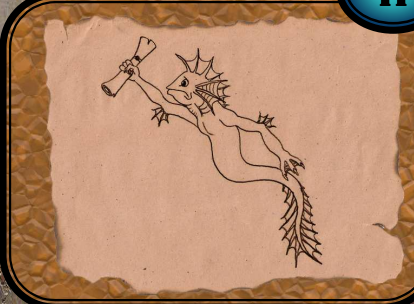
WAVE COURIER **II**



ATK 1 CREATURE MERFOLK DEF 1

PE: Draw 1 card.

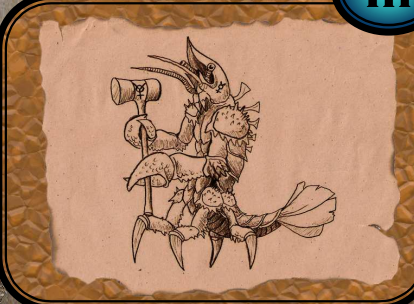
WAVE COURIER **II**



ATK 1 CREATURE MERFOLK DEF 1

PE: Draw 1 card.

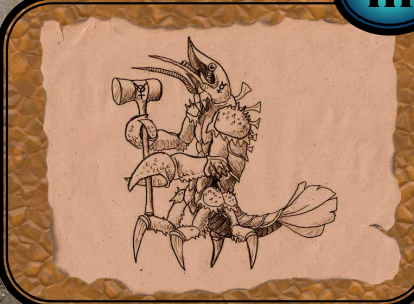
MERCURY-SHATTERER **III**



ATK 2 CREATURE BEAST DEF 3

PE: Return 1 ES your opponent controls from play back to his or her hand.

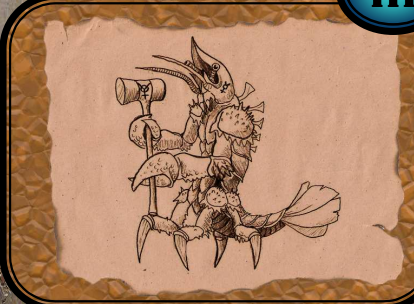
MERCURY-SHATTERER **III**



ATK 2 CREATURE BEAST DEF 3

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ATK 2 CREATURE BEAST DEF 3

PE: Return 1 ES your opponent controls from play back to his or her hand.