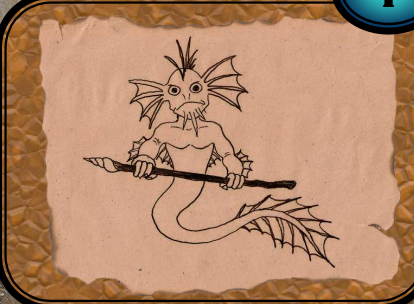


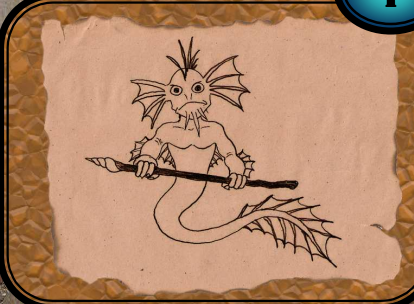
MERMAN I



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.

MERMAN MEDDLER I




ATK 1 CREATURE MERFOLK DEF 1

Destroy Merman Meddler:
Neutralize a Creature or Spell of your choice unless its controller destroys one of his or her ES.

-Tribes - artwork by A. Propst

MERMAN MEDDLER I




ATK 1 CREATURE MERFOLK DEF 1

Destroy Merman Meddler:
Neutralize a Creature or Spell of your choice unless its controller destroys one of his or her ES.

-Tribes - artwork by A. Propst

MERMAN MEDDLER I

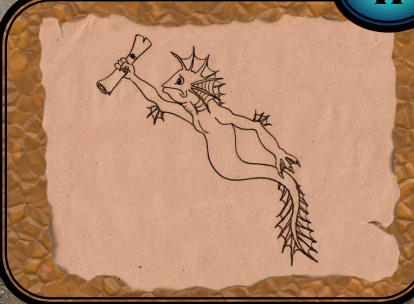


ATK 1 CREATURE MERFOLK DEF 1

Destroy Merman Meddler:
Neutralize a Creature or Spell of your choice unless its controller destroys one of his or her ES.

-Tribes - artwork by A. Propst

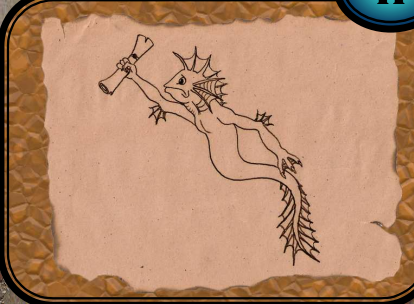
WAVE COURIER II



ATK 1 CREATURE MERFOLK DEF 1

PE: Draw 1 card.

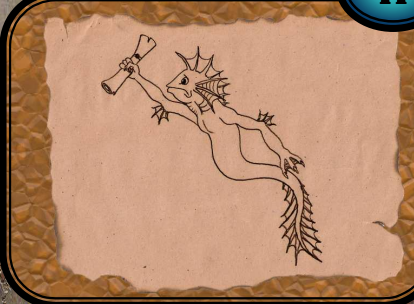
WAVE COURIER II



ATK 1 CREATURE MERFOLK DEF 1

PE: Draw 1 card.

WAVE COURIER II



ATK 1 CREATURE MERFOLK DEF 1

PE: Draw 1 card.

MERFOLK CHAMPION III



ATK 2 CREATURE MERFOLK DEF 2

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

-Tribes - artwork by A. Propst

MERFOLK CHAMPION III



ATK 2 CREATURE MERFOLK DEF 2

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

-Tribes - artwork by A. Propst

MERFOLK CHAMPION III

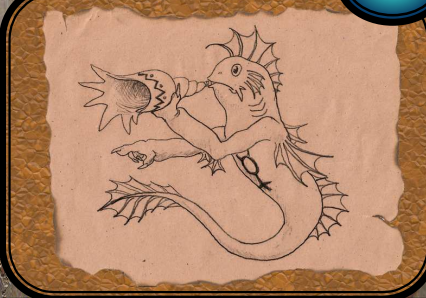


ATK 2 CREATURE MERFOLK DEF 2

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

-Tribes - artwork by A. Propst

MERCURY-CALLER III




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




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



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

FORBID II



↵ - SPELL

Neutralize a Spell or Creature of your choice.

FORBID II



↵ - SPELL

Neutralize a Spell or Creature of your choice.

FORBID II



↵ - SPELL

Neutralize a Spell or Creature of your choice.

BENTHIC CALL II



SPELL

Search your SB for any number of Merfolk-, Sea Serpent-, Fish- or Kraken-Creatures. Shuffle your SB and put the chosen cards on top of your SB.

-Tribes - artwork by A. Propst

BENTHIC CALL II



SPELL

Search your SB for any number of Merfolk-, Sea Serpent-, Fish- or Kraken-Creatures. Shuffle your SB and put the chosen cards on top of your SB.

-Tribes - artwork by A. Propst

BENTHIC CALL II



SPELL

Search your SB for any number of Merfolk-, Sea Serpent-, Fish- or Kraken-Creatures. Shuffle your SB and put the chosen cards on top of your SB.

-Tribes - artwork by A. Propst

CORAL REEF III



P - SPELL

Creatures with the type Merfolk, Sea Serpent, Kraken or Fish get +1 DEF and cannot be target of Spells or Effects.

-Tribes - artwork by A. Propst

CORAL REEF III



P - SPELL

Creatures with the type Merfolk, Sea Serpent, Kraken or Fish get +1 DEF and cannot be target of Spells or Effects.

-Tribes - artwork by A. Propst

CORAL REEF III



P - SPELL

Creatures with the type Merfolk, Sea Serpent, Kraken or Fish get +1 DEF and cannot be target of Spells or Effects.

-Tribes - artwork by A. Propst

NEUTRAL



MERFOLK-STONE

Destroy Merfolk-Stone: Search your SB for a Merfolk-card, show it to your opponent(s) and put it on top of your SB. Shuffle your SB afterwards.

-Tribes - artwork by A. Propst

NEUTRAL



MERFOLK-STONE

Destroy Merfolk-Stone: Search your SB for a Merfolk-card, show it to your opponent(s) and put it on top of your SB. Shuffle your SB afterwards.

-Tribes - artwork by A. Propst

NEUTRAL



MERFOLK-STONE

Destroy Merfolk-Stone: Search your SB for a Merfolk-card, show it to your opponent(s) and put it on top of your SB. Shuffle your SB afterwards.

-Tribes - artwork by A. Propst

NEUTRAL



POWERSTONE

Creatures on this ES-pile
come into play with a
+1/+1 counter on them.

NEUTRAL



POWERSTONE

Creatures on this ES-pile
come into play with a
+1/+1 counter on them.

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)