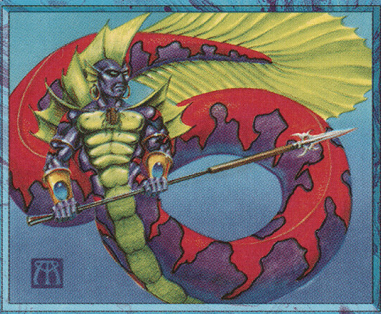
Lord of Atlantis

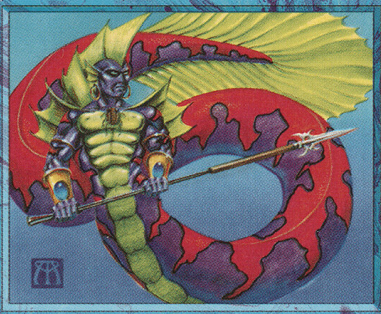


Summon Lord of Atlantis

All Merfolk in play gain islandwalk and +1/+1 while this card is in play.
A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

Illus. © Melissa Benson 2/2

Lord of Atlantis

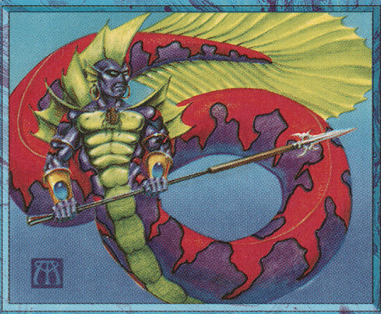


Summon Lord of Atlantis

All Merfolk in play gain islandwalk and +1/+1 while this card is in play.
A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

Illus. © Melissa Benson 2/2

Lord of Atlantis

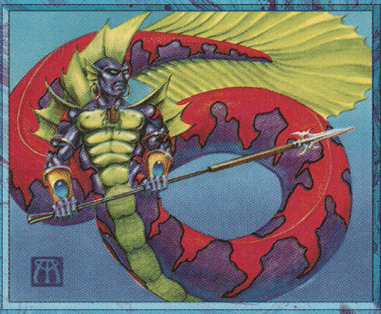


Summon Lord of Atlantis

All Merfolk in play gain islandwalk and +1/+1 while this card is in play.
A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

Illus. © Melissa Benson 2/2

Lord of Atlantis



Summon Lord of Atlantis

All Merfolk in play gain islandwalk and +1/+1 while this card is in play.
A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

Illus. © Melissa Benson 2/2