Lord of Atlantis



Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis



Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis



Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis



Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai

Lord of Atlantis

Creature — Merfolk

Other Merfolk creatures get +1/+1 and have islandwalk. *(They can't be blocked as long as defending player controls an Island.)*

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

2/2

0000 / 1158 P
PRM • EN Gabor Szikszai