Merfolk Raiders 1



Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1



Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1



Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1



Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3

Merfolk Raiders 1

Summon Merfolk

Phasing; islandwalk *(If defending player controls any islands, this creature is unblockable.)*

"Turn your back for a second and they just vanish! As if they weren't shifty enough before."
—Rhirhok, goblin archer

Illus. Steve Luke
© 1996 Wizards of the Coast, Inc. All rights reserved.

2/3