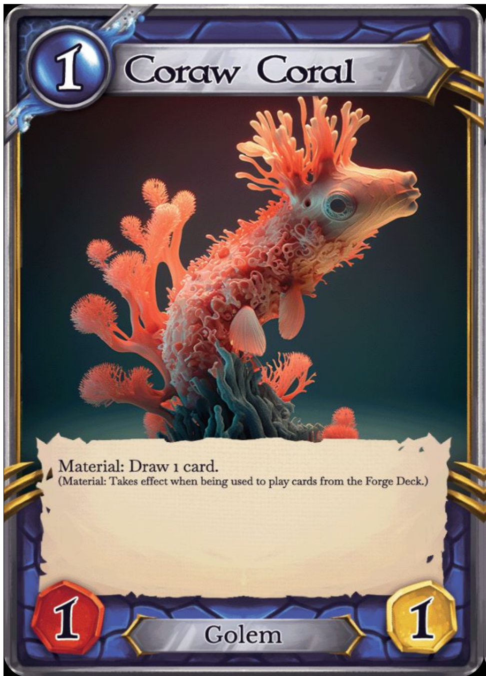
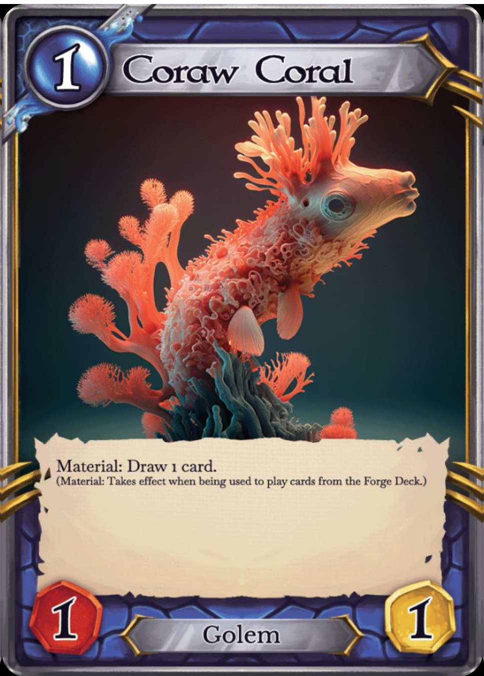


1 **Coraw Coral**

Material: Draw 1 card.
(Material: Takes effect when being used to play cards from the Forge Deck.)

1 Golem 1



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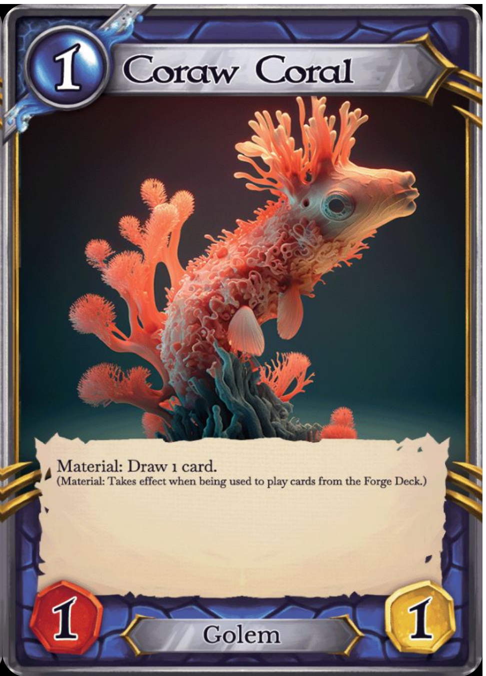

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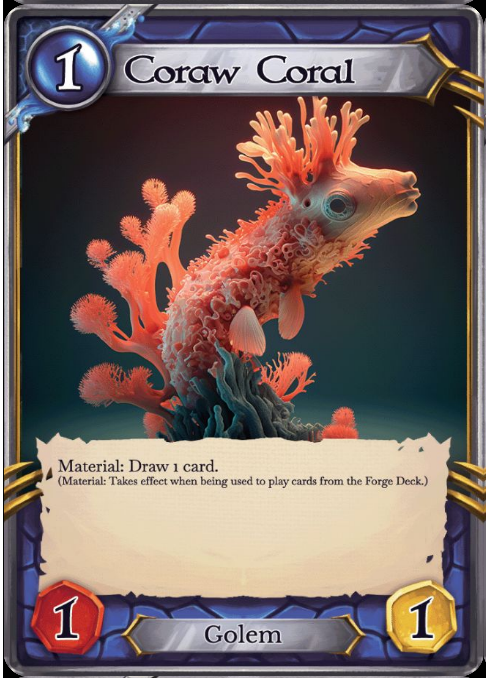

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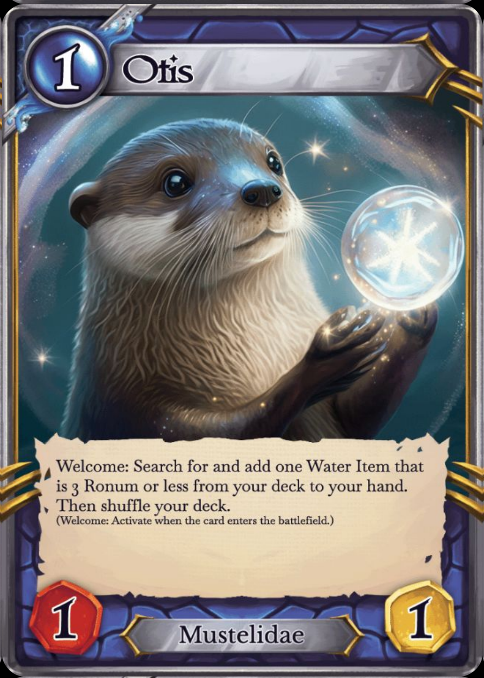
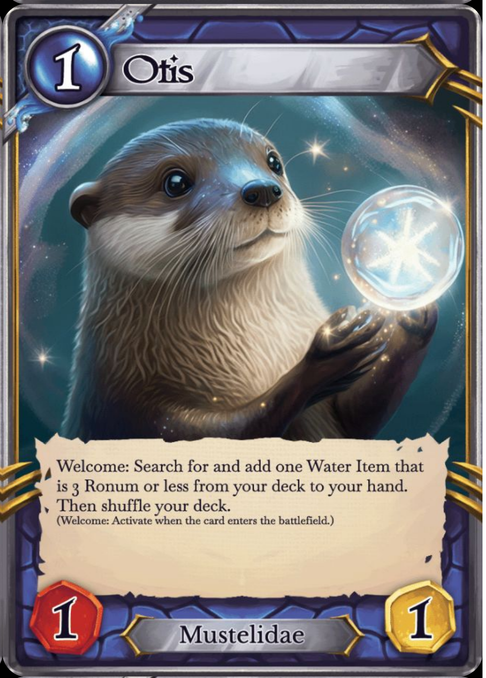


1 **Otis**

Welcome: Search for and add one Water Item that is 3 Ronum or less from your deck to your hand. Then shuffle your deck.
(Welcome: Activate when the card enters the battlefield.)

1 Mustelidae 1



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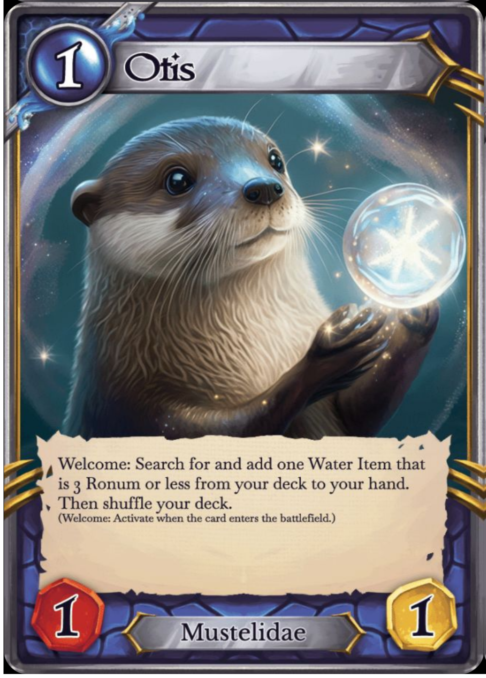

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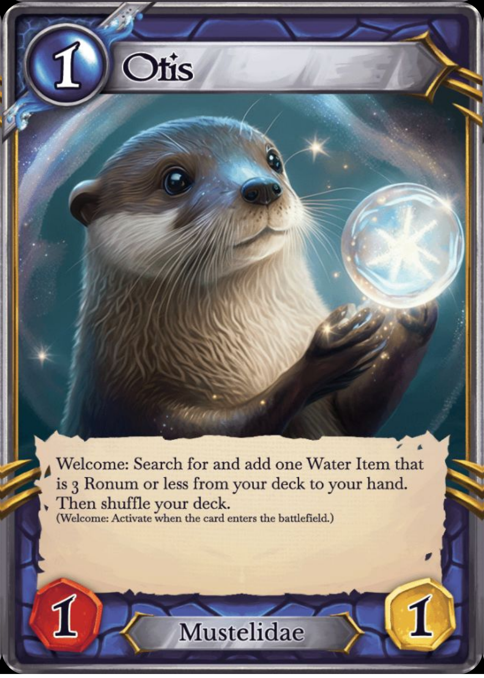

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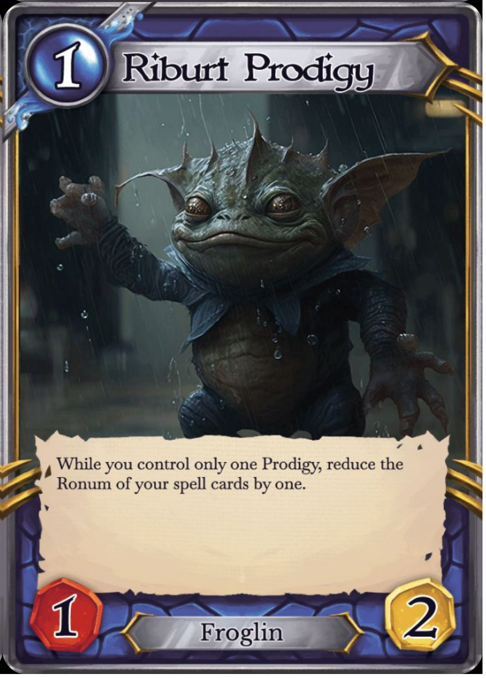
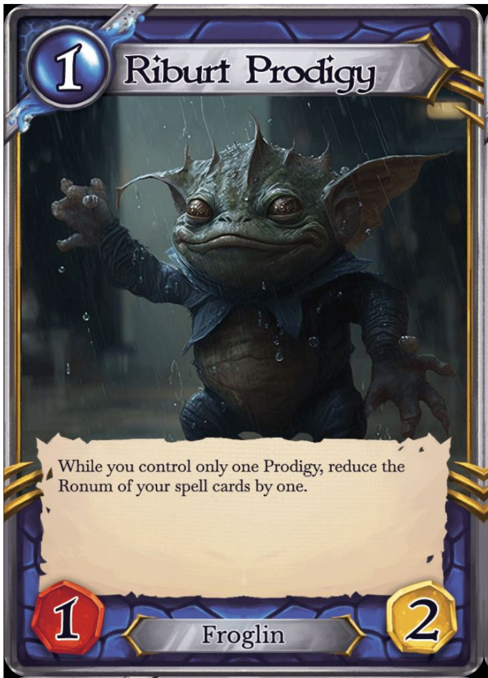


1 **Riburt Prodigy**

While you control only one Prodigy, reduce the Ronum of your spell cards by one.

1 Froglin 2



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Riburt Prodigy

While you control only one Prodigy, reduce the Ronum of your spell cards by one.

1
Froglin
2

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Riburt Prodigy

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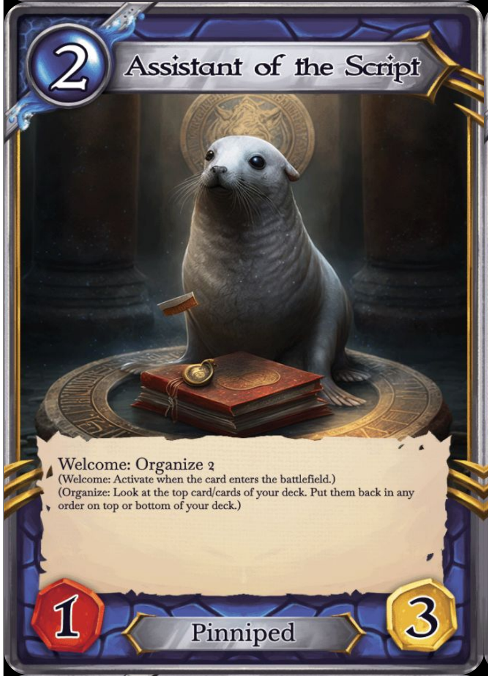

2
Assistant of the Script

Welcome: Organize 2
(Welcome: Activate when the card enters the battlefield.)
(Organize: Look at the top card/cards of your deck. Put them back in any order on top or bottom of your deck.)

1
Pinniped
3

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Assistant of the Script

Welcome: Organize 2
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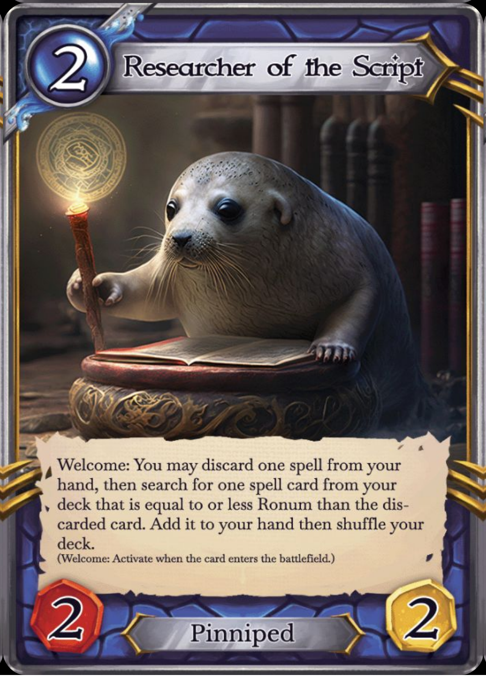

2
Researcher of the Script

Welcome: You may discard one spell from your hand, then search for one spell card from your deck that is equal to or less Ronum than the discarded card. Add it to your hand then shuffle your deck.
(Welcome: Activate when the card enters the battlefield.)

2
Pinniped
2

2
Researcher of the Script

Welcome: You may discard one spell from your hand, then search for one spell card from your deck that is equal to or less Ronum than the discarded card. Add it to your hand then shuffle your deck.
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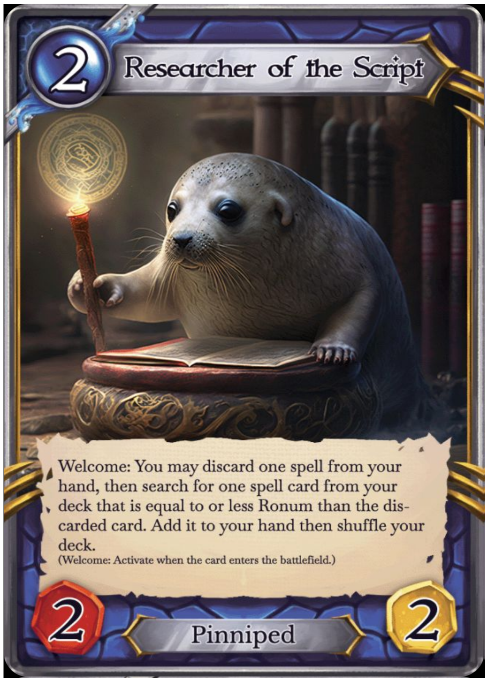

2 **Researcher of the Script**

Welcome: You may discard one spell from your hand, then search for one spell card from your deck that is equal to or less Ronum than the discarded card. Add it to your hand then shuffle your deck.

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2 Pinniped 2

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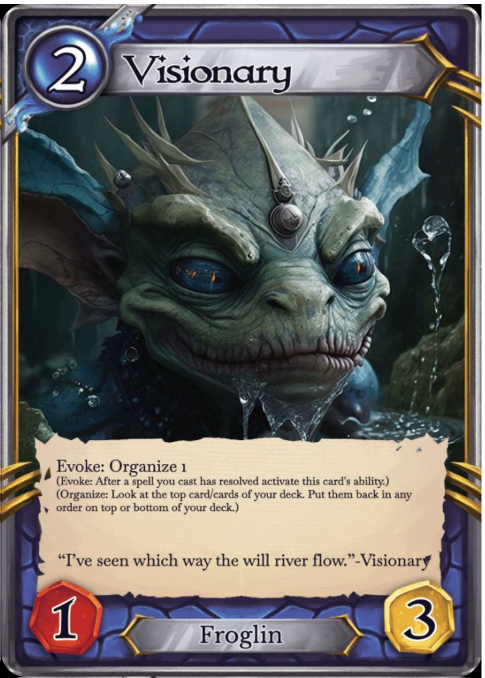

2 **Visionary**

Evoke: Organize 1

(Evoke: After a spell you cast has resolved activate this card's ability.)

(Organize: Look at the top card/cards of your deck. Put them back in any order on top or bottom of your deck.)

“I’ve seen which way the will river flow.”-Visionary

1 Froglin 3

2 **Visionary**

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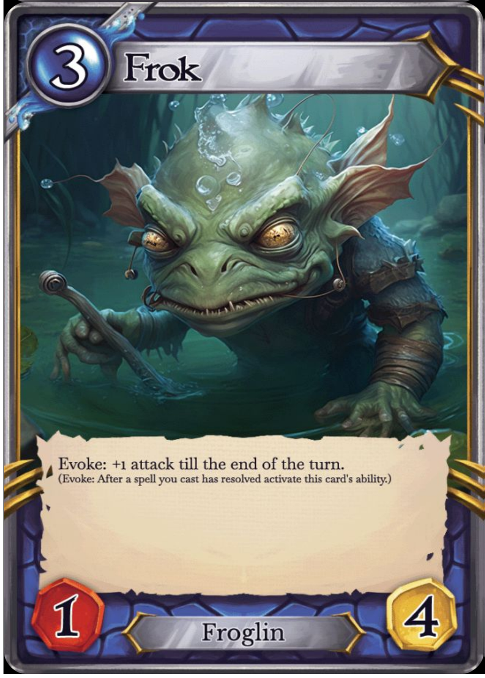

3 **Frok**

Evoke: +1 attack till the end of the turn.

(Evoke: After a spell you cast has resolved activate this card's ability.)

1 Froglin 4

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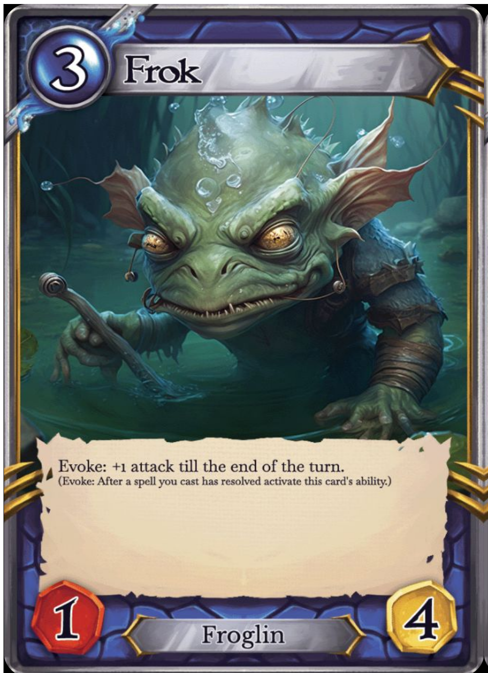

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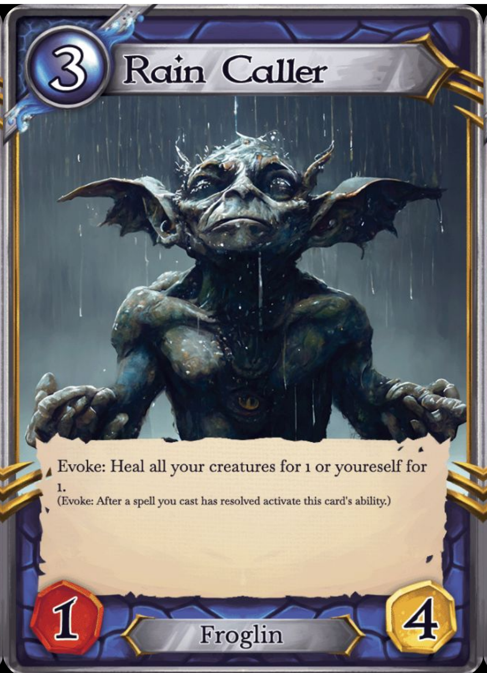
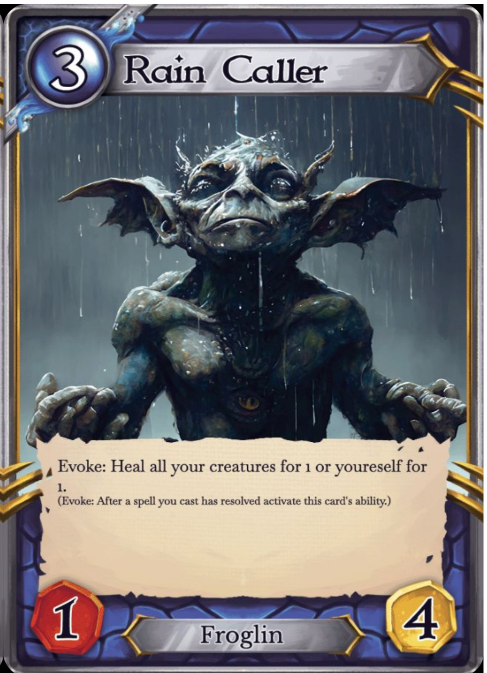


3 Rain Caller

Evoke: Heal all your creatures for 1 or youreself for 1.
(Evoke: After a spell you cast has resolved activate this card's ability.)

1 Froglin 4



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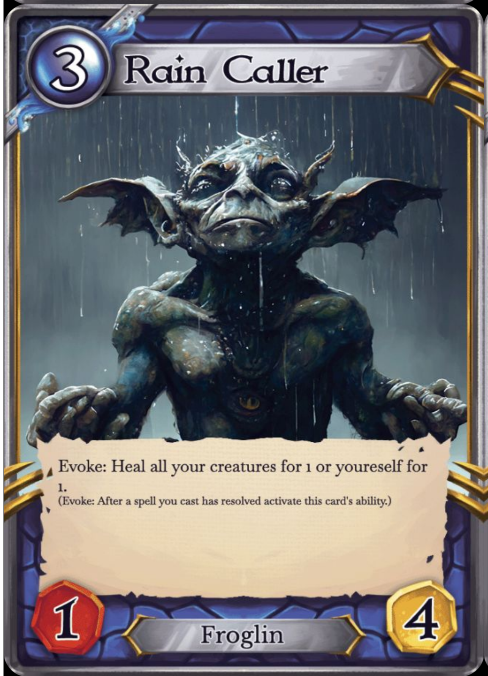

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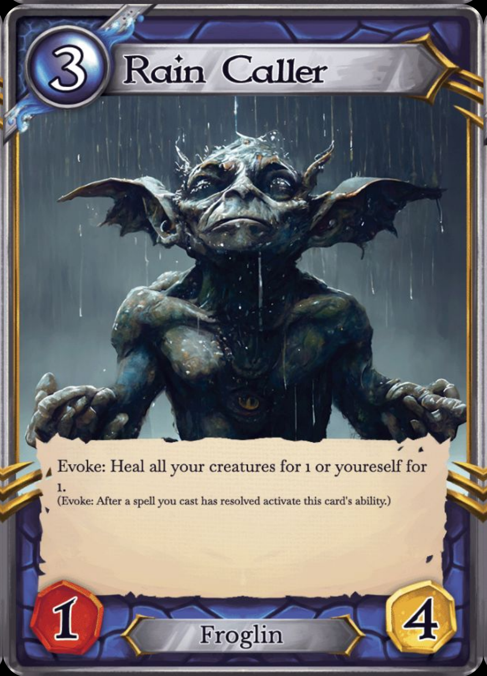

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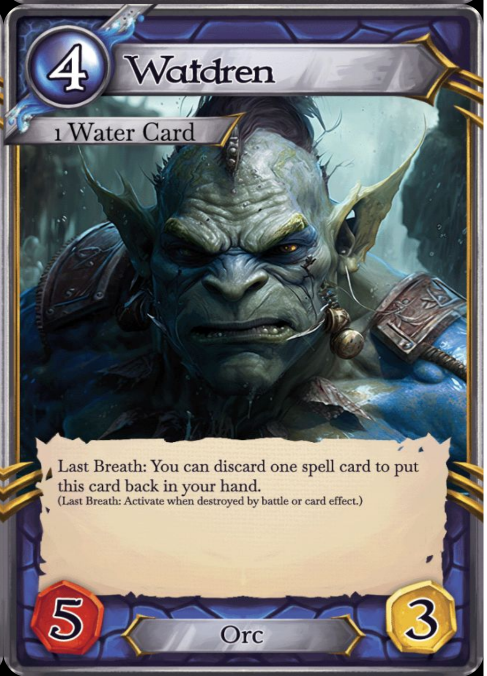
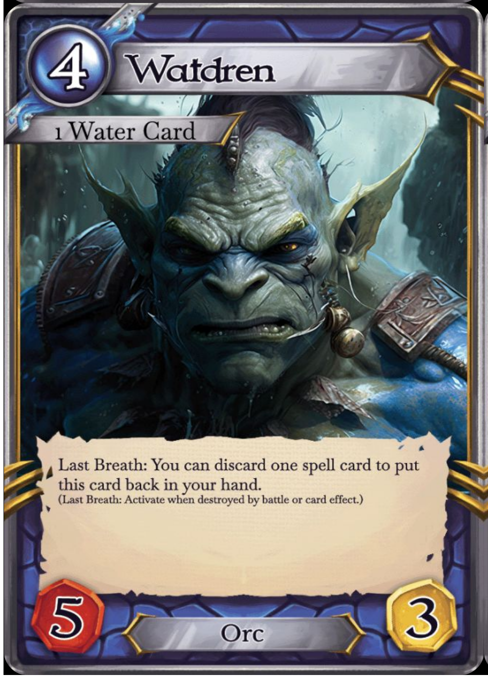


4 Watdren

1 Water Card

Last Breath: You can discard one spell card to put this card back in your hand.
(Last Breath: Activate when destroyed by battle or card effect.)

5 Orc 3



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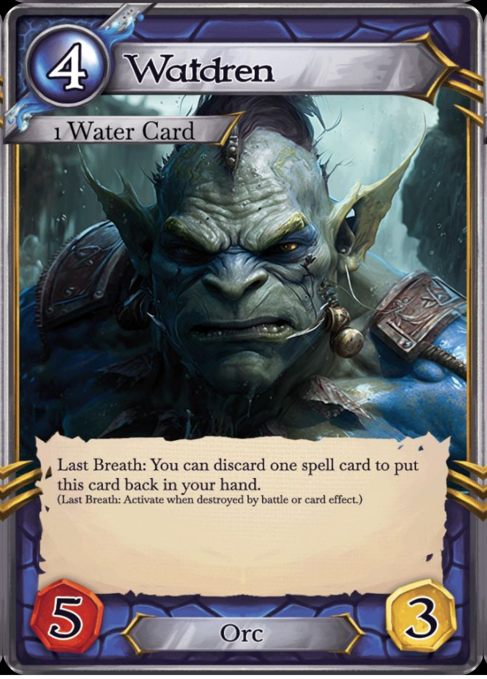

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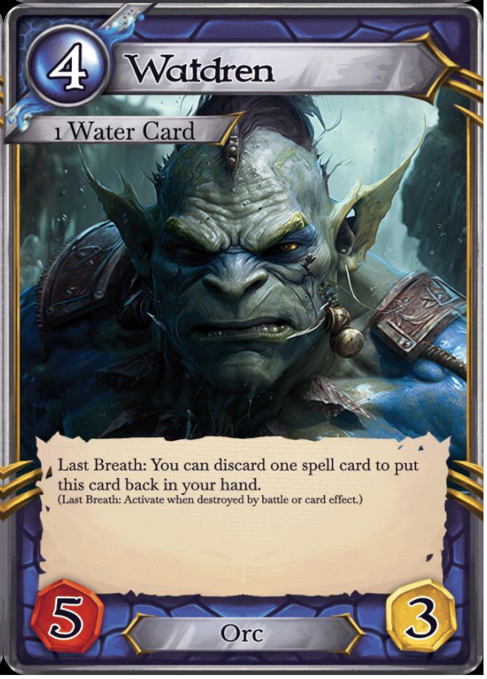

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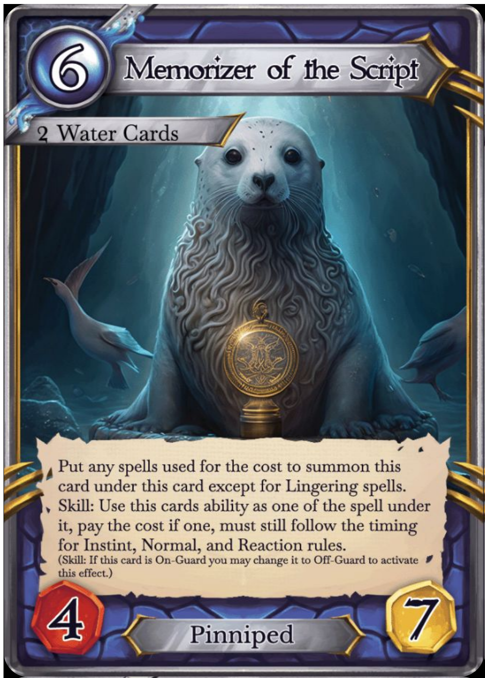

6 Memorizer of the Script

2 Water Cards

Put any spells used for the cost to summon this card under this card except for Lingering spells.
Skill: Use this cards ability as one of the spell under it, pay the cost if one, must still follow the timing for Instint, Normal, and Reaction rules.
(Skill: If this card is On-Guard you may change it to Off-Guard to activate this effect.)

4 Pinniped 7

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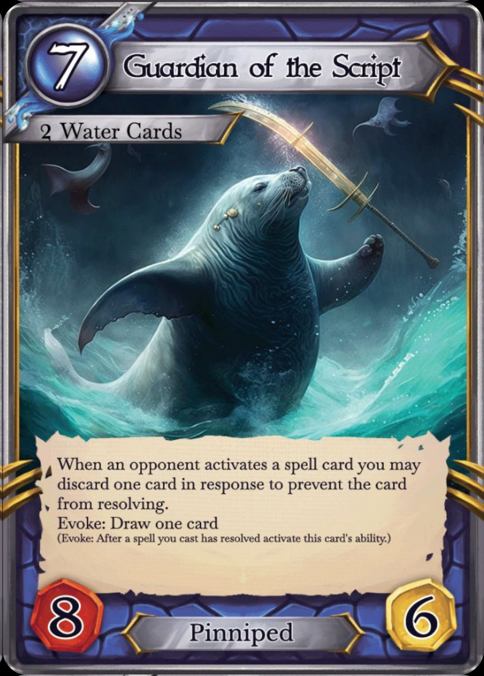

7 Guardian of the Script

2 Water Cards

When an opponent activates a spell card you may discard one card in response to prevent the card from resolving.
Evoke: Draw one card
(Evoke: After a spell you cast has resolved activate this card's ability.)

8 Pinniped 6

7 Guardian of the Script

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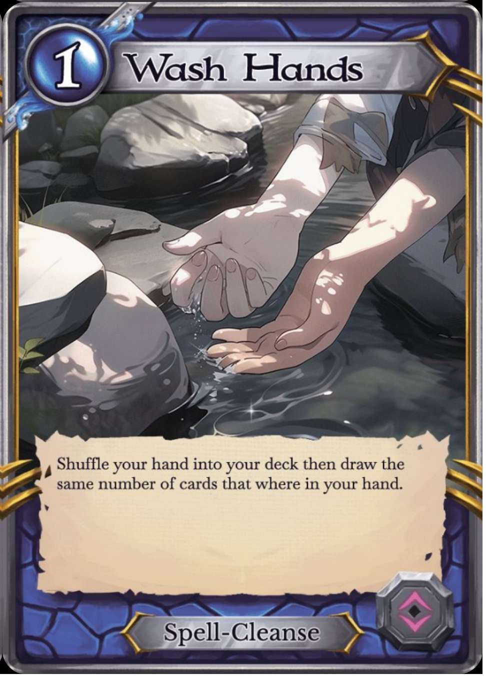

1 Wash Hands

Shuffle your hand into your deck then draw the same number of cards that where in your hand.

Spell-Cleanse

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1 Wash Hands

Shuffle your hand into your deck then draw the same number of cards that where in your hand.

Spell-Cleanse

2 Constricting Circle

Choose one creature thats Ronum is equal or lower than your level. While this card is on the feild that creature can not attack or activate any abilities as well as stay Off Guard if already. Destroy this card if that creature leaves the feild.

Spell-Seal

2 Constricting Circle

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Spell-Seal

3 Clear the Mind

Return all Spells and face down cards in the Spell/Item Zone to their owners hand.

Spell-Mental

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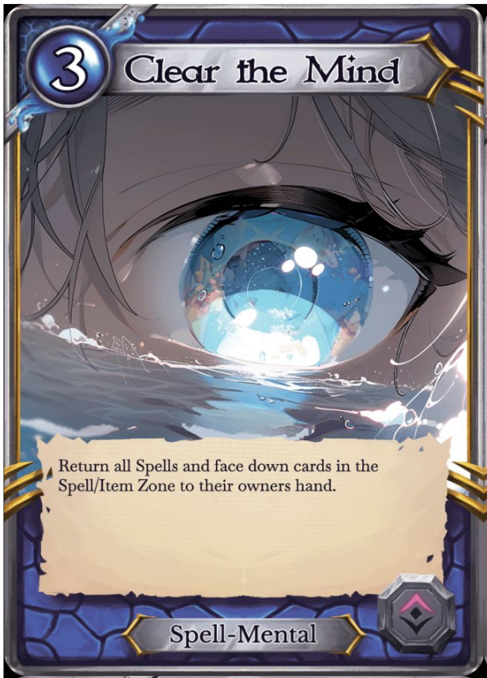
Spell-Mental



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Spell-Mental

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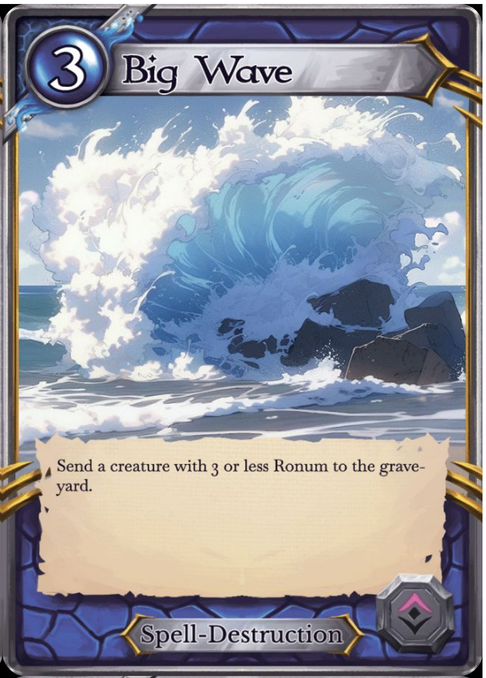

3 **Big Wave**

Send a creature with 3 or less Ronum to the graveyard.

Spell-Destruction

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Send a creature with 3 or less Ronum to the graveyard.

Spell-Destruction

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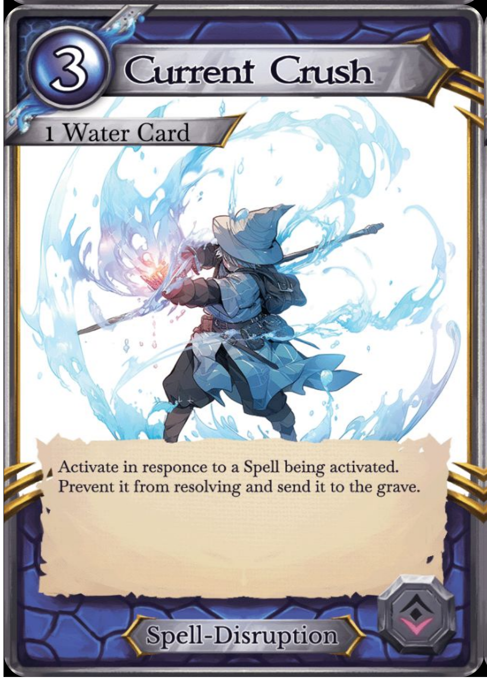

3 **Current Crush**

1 Water Card

Activate in responce to a Spell being activated. Prevent it from resolving and send it to the grave.

Spell-Disruption

3 **Current Crush**

1 Water Card

Activate in responce to a Spell being activated. Prevent it from resolving and send it to the grave.

Spell-Disruption

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Activate in responce to a Spell being activated. Prevent it from resolving and send it to the grave.

Spell-Disruption

3 Current Crush

1 Water Card

Activate in responce to a Spell being activated. Prevent it from resolving and send it to the grave.

Spell-Disruption

4 Filter Water

1 Water Card

Shuffle 5 cards from your Graveyard into your deck then draw 2 cards.

Spell-Purification

4 Filter Water

1 Water Card

Shuffle 5 cards from your Graveyard into your deck then draw 2 cards.

Spell-Purification

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1 Water Card

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Spell-Purification

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Shuffle 5 cards from your Graveyard into your deck then draw 2 cards.

Spell-Purification

5 Rough Seas

1 Water Card

At the end of each player's turn, non-Water creatures become Off Guard.

Spell-Seal

5 Rough Seas

1 Water Card

At the end of each player's turn, non-Water creatures become Off Guard.

Spell-Seal

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Spell-Seal

5 Rough Seas

1 Water Card

At the end of each player's turn, non-Water creatures become Off Guard.

Spell-Seal

1 **Message in a Bottle**

Choose Creature. Spell, or Item. Then reveal the top card of your deck. If its the type of card you chose add it to your hand.

Item-Bottle

---

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Choose Creature. Spell, or Item. Then reveal the top card of your deck. If its the type of card you chose add it to your hand.

Item-Bottle

---

2 **Quill of the Script**

Search your deck for a card without showing it to your opponent. Shuffle your deck then place that card on top.

Item-Quill

---

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Search your deck for a card without showing it to your opponent. Shuffle your deck then place that card on top.

Item-Quill

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Item-Quill

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Search your deck for a card without showing it to your opponent. Shuffle your deck then place that card on top.

Item-Quill

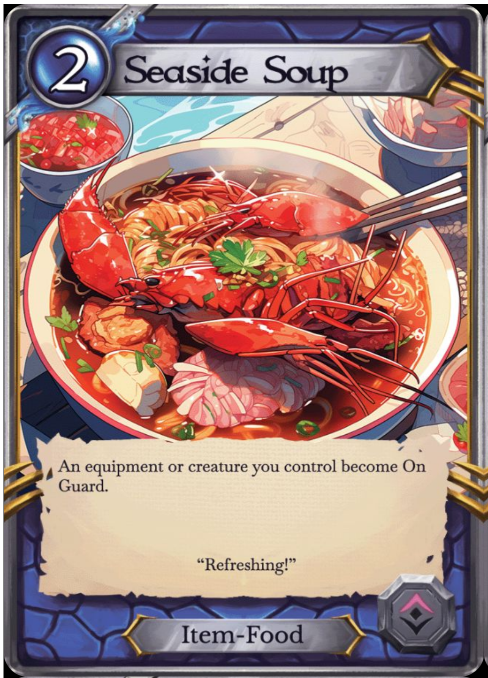
---

2 **Seaside Soup**

An equipment or creature you control become On Guard.

“Refreshing!”

Item-Food



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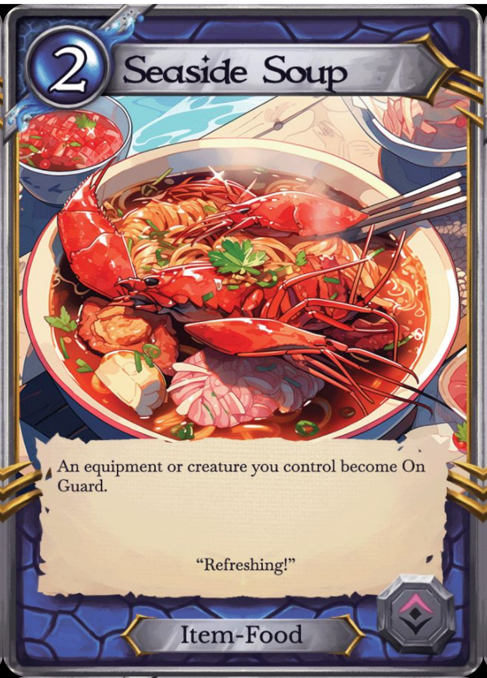

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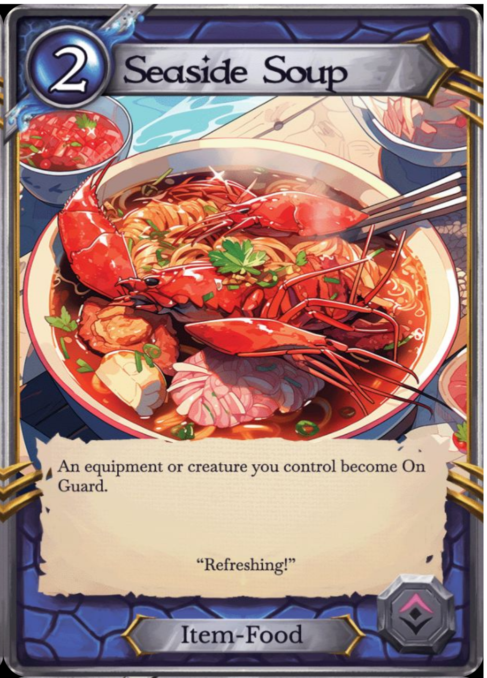

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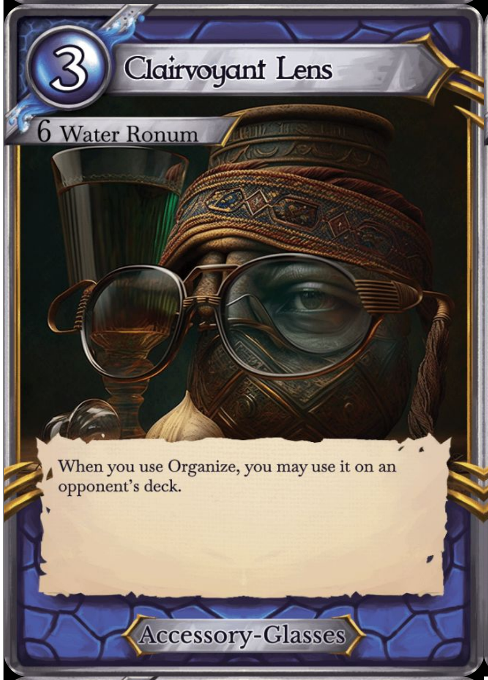
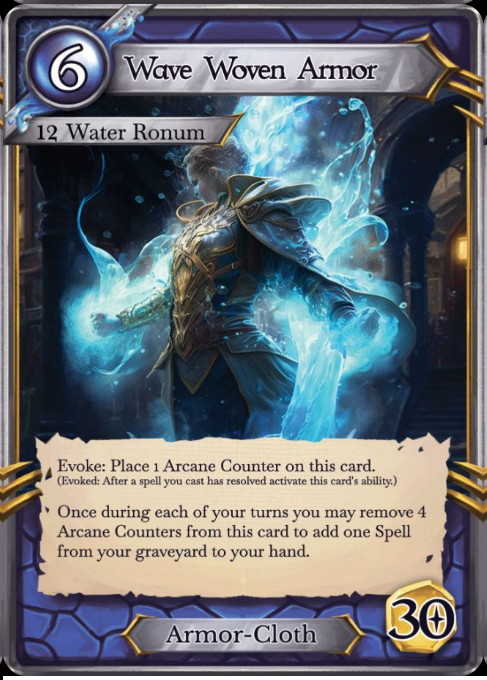


3 **Clairvoyant Lens**

6 Water Ronum

When you use Organize, you may use it on an opponent's deck.

Accessory-Glasses



6 **Wave Woven Armor**

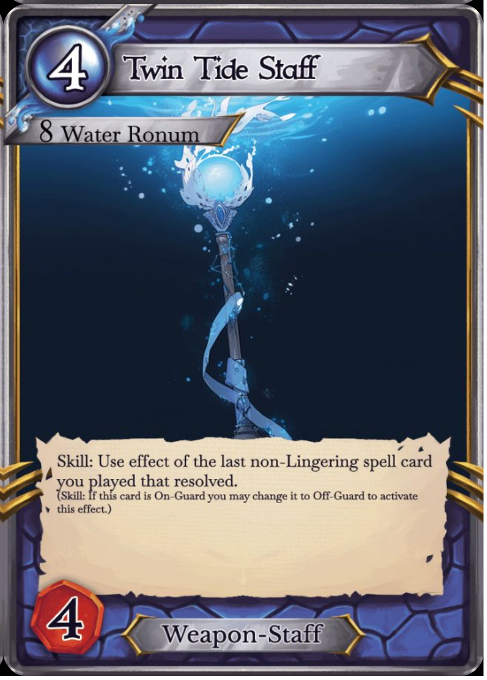
12 Water Ronum

Evoke: Place 1 Arcane Counter on this card.
(Evoked: After a spell you cast has resolved activate this card's ability.)

Once during each of your turns you may remove 4 Arcane Counters from this card to add one Spell from your graveyard to your hand.

30

Armor-Cloth



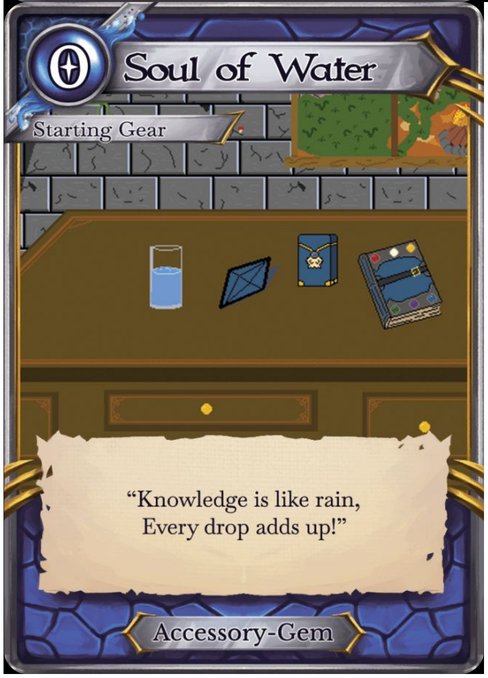
4 **Twin Tide Staff**

8 Water Ronum

Skill: Use effect of the last non-Lingering spell card you played that resolved.
(Skill: If this card is On-Guard you may change it to Off-Guard to activate this effect.)

4

Weapon-Staff



0 **Soul of Water**

Starting Gear

"Knowledge is like rain,
Every drop adds up!"

Accessory-Gem