

MERE



Mere is a runaway droplet of the ocean who got a little too curious about dry land. The ocean did not notice. The land is still figuring out what to do with them.

MOON STACK SYSTEM

Mere builds moon stacks through drawing Moon Stack cards. Stacks unlock more powerful abilities and are consumed upon use.

2 stacks

Lull becomes available

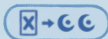
3 stacks

Deluge becomes available

Discard **any card** to gain moon stacks as marked on the card.



Discard for
1 stack



Discard for
2 stacks



Discard for
3 stacks

CURRENT (PASSIVE ABILITY)

Mere has no movement restrictions in water and can treat water hexes as normal hexes.

Mere's Deck List

35 cards

The Identity

Character cards — 2
Current (Passive) — 1

The Stack

Moon Stack — 8
Lull — 3
Deluge — 3

The Kit

Rend — 4
Wake — 3
Salve — 3
Still — 3
Tow — 3
Swell — 2

Current

— PASSIVE ABILITY —

“Quick, quick.”



Mere has no movement restrictions
in water and can treat water hexes
as normal hexes.

Moon Stack

"There it is."



Mere gains 1 moon stack and can draw another card.



Still

"Just a moment."



Heal Mere for 3 Health instantly.



Salve

“Ah. That’s better.”



When Mere is in water, cleanse of all negative effects and heal for 2 Health. Triggers once upon entry.



Lull

"Shhhhh."



Any opponent on the board must discard 1 card from their hand and their current position becomes a water hex. Consumes 2 moon stacks.



Rend

“Whoops.”



Mere pushes a targeted opponent 3 spaces in a selected direction, repositioning them on the board and making the hexes they pass a water hex.



Wake

“After you.”



Mere places a status on a selected character, where that character will leave a trail of water on every hex they pass or land on for 2 turns.



Tow

"Hold on."



Allows 1 of Mere's teammates to
move through water with no
movement restrictions for 1 turn.
Can be played out of turn.



Swell

“A little extra.”



Mere's attacks will gain 1 extra point of damage for every water hex adjacent to their current position for 1 turn.



Deluge

"Oh. A big one."



Mere creates a large wave that deals 4 damage to a targeted opponent and 2 damage to any adjacent opponents. Makes the hex the targeted opponent is currently occupying and any adjacent tiles a water hex. Consumes 3 moon stacks.

