Sea Spirit 4



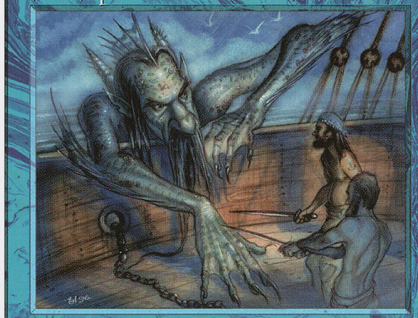
Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



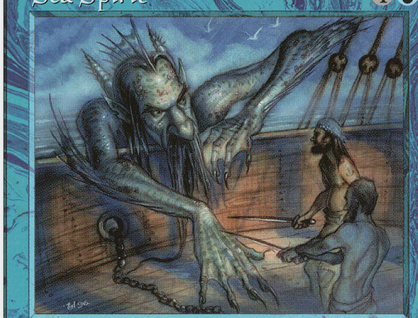
Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



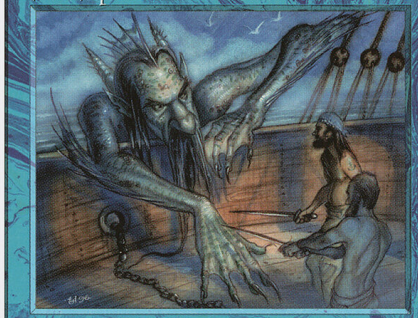
Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



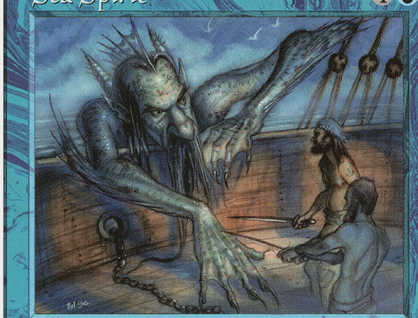
Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



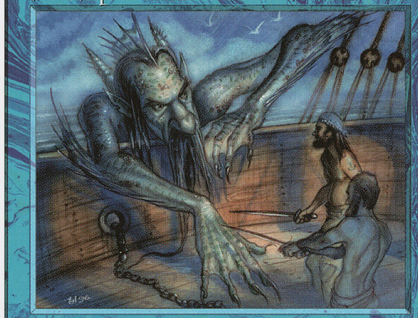
Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



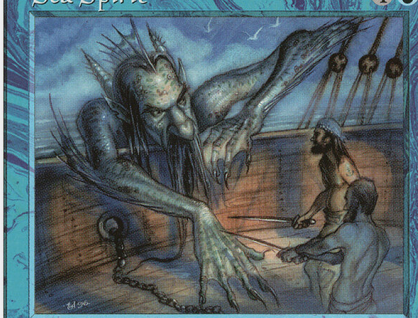
Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



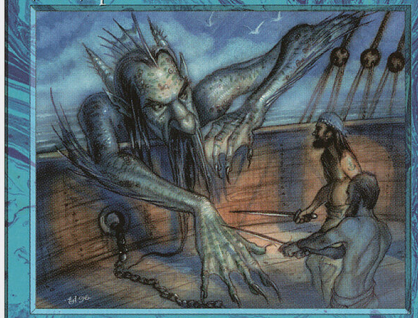
Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



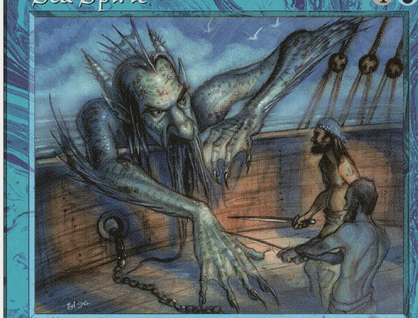
Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3

Sea Spirit 4



Summon Spirit

: +1/+0 until end of turn

"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

Illus. DiTerlizzi
© 1997 Wizards of the Coast, Inc. All rights reserved.
2/3