Sea Monster 4 🜄🜄



Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄



Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄



Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄



Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6

Sea Monster 4 🜄🜄

Creature — Serpent 7

Sea Monster can't attack unless defending player controls an island.

"Abandon ship!"

Illus. John Howe

™ & © 1993-2001 Wizards of the Coast, Inc. 97-350

6/6