Arixmethes, Slumbering Isle 2GU



Legendary Creature — Kraken

Arixmethes, Slumbering Isle enters the battlefield tapped with five slumber counters on it.

As long as Arixmethes has a slumber counter on it, it's a land. *(It's not a creature.)*

Whenever you cast a spell, you may remove a slumber counter from Arixmethes.

T: Add GU.

12/12

R 0032
MUL • EN Jason A. Engle

™ & © 2023 Wizards of the Coast

Arixmethes, Slumbering Isle 2GU

Legendary Creature — Kraken

Arixmethes, Slumbering Isle enters the battlefield tapped with five slumber counters on it.

As long as Arixmethes has a slumber counter on it, it's a land. *(It's not a creature.)*

Whenever you cast a spell, you may remove a slumber counter from Arixmethes.

T: Add GU.

12/12

R 0032
MUL • EN Jason A. Engle

™ & © 2023 Wizards of the Coast

Arixmethes, Slumbering Isle 2GU

Legendary Creature — Kraken

Arixmethes, Slumbering Isle enters the battlefield tapped with five slumber counters on it.

As long as Arixmethes has a slumber counter on it, it's a land. *(It's not a creature.)*

Whenever you cast a spell, you may remove a slumber counter from Arixmethes.

T: Add GU.

12/12

R 0032
MUL • EN Jason A. Engle

™ & © 2023 Wizards of the Coast

Arixmethes, Slumbering Isle 2GU

Legendary Creature — Kraken

Arixmethes, Slumbering Isle enters the battlefield tapped with five slumber counters on it.

As long as Arixmethes has a slumber counter on it, it's a land. *(It's not a creature.)*

Whenever you cast a spell, you may remove a slumber counter from Arixmethes.

T: Add GU.

12/12

R 0032
MUL • EN Jason A. Engle

™ & © 2023 Wizards of the Coast

Arixmethes, Slumbering Isle 2GU

Legendary Creature — Kraken

Arixmethes, Slumbering Isle enters the battlefield tapped with five slumber counters on it.

As long as Arixmethes has a slumber counter on it, it's a land. *(It's not a creature.)*

Whenever you cast a spell, you may remove a slumber counter from Arixmethes.

T: Add GU.

12/12

R 0032
MUL • EN Jason A. Engle

™ & © 2023 Wizards of the Coast

Arixmethes, Slumbering Isle 2GU

Legendary Creature — Kraken

Arixmethes, Slumbering Isle enters the battlefield tapped with five slumber counters on it.

As long as Arixmethes has a slumber counter on it, it's a land. *(It's not a creature.)*

Whenever you cast a spell, you may remove a slumber counter from Arixmethes.

T: Add GU.

12/12

R 0032
MUL • EN Jason A. Engle

™ & © 2023 Wizards of the Coast

Arixmethes, Slumbering Isle 2GU

Legendary Creature — Kraken

Arixmethes, Slumbering Isle enters the battlefield tapped with five slumber counters on it.

As long as Arixmethes has a slumber counter on it, it's a land. *(It's not a creature.)*

Whenever you cast a spell, you may remove a slumber counter from Arixmethes.

T: Add GU.

12/12

R 0032
MUL • EN Jason A. Engle

™ & © 2023 Wizards of the Coast

Arixmethes, Slumbering Isle 2GU

Legendary Creature — Kraken

Arixmethes, Slumbering Isle enters the battlefield tapped with five slumber counters on it.

As long as Arixmethes has a slumber counter on it, it's a land. *(It's not a creature.)*

Whenever you cast a spell, you may remove a slumber counter from Arixmethes.

T: Add GU.

12/12

R 0032
MUL • EN Jason A. Engle

™ & © 2023 Wizards of the Coast

Arixmethes, Slumbering Isle 2GU

Legendary Creature — Kraken

Arixmethes, Slumbering Isle enters the battlefield tapped with five slumber counters on it.

As long as Arixmethes has a slumber counter on it, it's a land. *(It's not a creature.)*

Whenever you cast a spell, you may remove a slumber counter from Arixmethes.

T: Add GU.

12/12

R 0032
MUL • EN Jason A. Engle

™ & © 2023 Wizards of the Coast