Denizen of the Deep 6



Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6



Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6



Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6



Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383

Denizen of the Deep 6

Creature — Serpent X

When Denizen of the Deep comes into play, return each other creature you control to its owner's hand.

According to merfolk legend, a denizen of the deep swallows the horizon at the end of each day, bringing on the cold blanket of night.

Jim Pavelec

11/11

™ & © 1993–2007 Wizards of the Coast, Inc. 80/383