Serpent Generator 6



Artifact

4, : Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. Whenever a Poison Snake damages a player, he or she gets a poison counter. When a player has ten or more poison counters, he or she loses the game.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.

Serpent Generator 6

Artifact

4, : Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. Whenever a Poison Snake damages a player, he or she gets a poison counter. When a player has ten or more poison counters, he or she loses the game.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.

Serpent Generator 6

Artifact

4, : Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. Whenever a Poison Snake damages a player, he or she gets a poison counter. When a player has ten or more poison counters, he or she loses the game.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.

Serpent Generator 6



Artifact

4, : Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. Whenever a Poison Snake damages a player, he or she gets a poison counter. When a player has ten or more poison counters, he or she loses the game.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.

Serpent Generator 6

Artifact

4, : Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. Whenever a Poison Snake damages a player, he or she gets a poison counter. When a player has ten or more poison counters, he or she loses the game.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.

Serpent Generator 6

Artifact

4, : Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. Whenever a Poison Snake damages a player, he or she gets a poison counter. When a player has ten or more poison counters, he or she loses the game.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.

Serpent Generator 6



Artifact

4, : Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. Whenever a Poison Snake damages a player, he or she gets a poison counter. When a player has ten or more poison counters, he or she loses the game.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.

Serpent Generator 6

Artifact

4, : Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. Whenever a Poison Snake damages a player, he or she gets a poison counter. When a player has ten or more poison counters, he or she loses the game.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.

Serpent Generator 6

Artifact

4, : Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. Whenever a Poison Snake damages a player, he or she gets a poison counter. When a player has ten or more poison counters, he or she loses the game.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.