

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon 6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster

4



Creature — Serpent

2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon

6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster

4



Creature — Serpent

2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon

6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster

4



Creature — Serpent

2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon

6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster

4



Creature — Serpent

2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon

6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster

4



Creature — Serpent

2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon

6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster

4



Creature — Serpent

2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon

6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster

4



Creature — Serpent

2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon

6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster

4



Creature — Serpent

2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon

6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster

4



Creature — Serpent

2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

Daniel Gelon

6/6

TM & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

™ & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

™ & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

™ & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

™ & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

™ & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

™ & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

™ & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

™ & © 1993–2005 Wizards of the Coast, Inc. 96/350

Sea Monster 4



Creature — Serpent 2

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

*It's easy to believe the monster is a myth—until you feel three hundred thousand pounds of myth crashing down on your ship.*

—Daniel Gelon 6/6

™ & © 1993–2005 Wizards of the Coast, Inc. 96/350