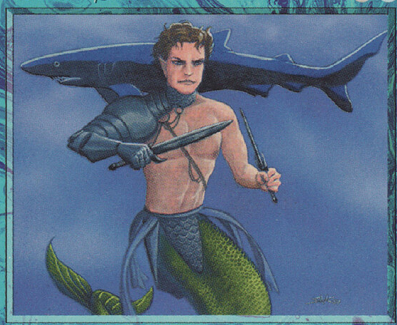
Vodalian Soldiers 1 U



Summon Merfolk

"The cooling climate introduced a new threat to Vodalia: the Homarids. Once a minor nuisance, they thrived in the changing environment. Their ceaseless attacks strained Vodalia's defenses to their limit, eventually overwhelming the empire."
—Sarpadian Empires, vol. V

Illus. Susan Van Camp 1/2
©1994 Wizards of the Coast, Inc. All rights reserved.

Vodalian Soldiers 1 U

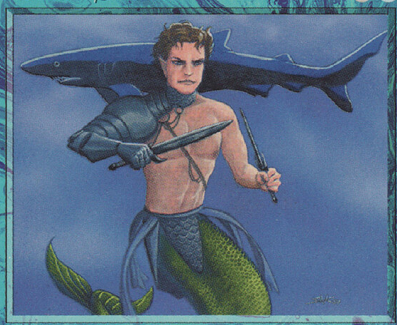


Summon Merfolk

"The cooling climate introduced a new threat to Vodalia: the Homarids. Once a minor nuisance, they thrived in the changing environment. Their ceaseless attacks strained Vodalia's defenses to their limit, eventually overwhelming the empire."
—Sarpadian Empires, vol. V

Illus. Susan Van Camp 1/2
©1994 Wizards of the Coast, Inc. All rights reserved.

Vodalian Soldiers 1 U

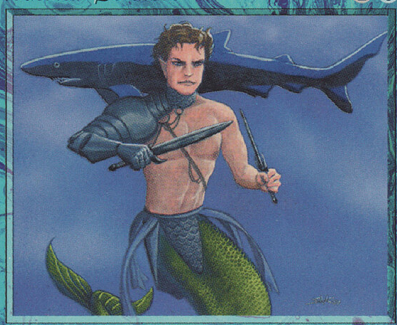


Summon Merfolk

"The cooling climate introduced a new threat to Vodalia: the Homarids. Once a minor nuisance, they thrived in the changing environment. Their ceaseless attacks strained Vodalia's defenses to their limit, eventually overwhelming the empire."
—Sarpadian Empires, vol. V

Illus. Susan Van Camp 1/2
©1994 Wizards of the Coast, Inc. All rights reserved.

Vodalian Soldiers 1 U



Summon Merfolk

"The cooling climate introduced a new threat to Vodalia: the Homarids. Once a minor nuisance, they thrived in the changing environment. Their ceaseless attacks strained Vodalia's defenses to their limit, eventually overwhelming the empire."
—Sarpadian Empires, vol. V

Illus. Susan Van Camp 1/2
©1994 Wizards of the Coast, Inc. All rights reserved.