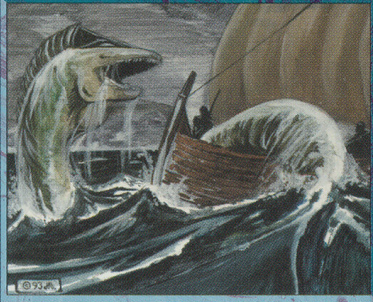


Sea Serpent

5



Summon Serpent

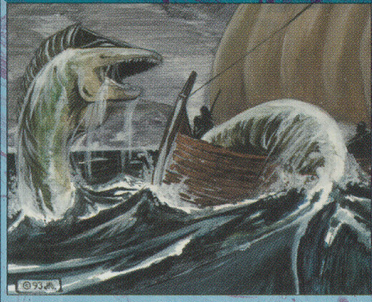
Serpent cannot attack unless
opponent has islands in play.
Serpent is destroyed immediately
if at any time controller has no
islands in play.
*Legend has it that Serpents used to be
bigger, but how could that be?*

Illus. © Jeff A. Menges

5/5

Sea Serpent

5



Summon Serpent

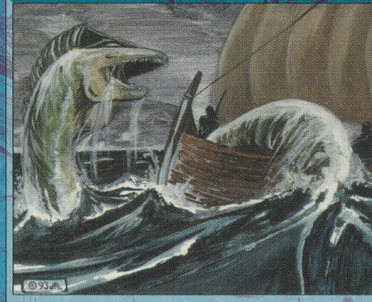
Serpent cannot attack unless
opponent has islands in play.
Serpent is destroyed immediately
if at any time controller has no
islands in play.
*Legend has it that Serpents used to be
bigger, but how could that be?*

Illus. © Jeff A. Menges

5/5

Sea Serpent

5



Summon Serpent

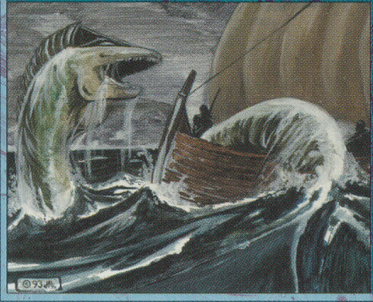
Serpent cannot attack unless
opponent has islands in play.
Serpent is destroyed immediately
if at any time controller has no
islands in play.
*Legend has it that Serpents used to be
bigger, but how could that be?*

Illus. © Jeff A. Menges

5/5

Sea Serpent

5



Summon Serpent

Serpent cannot attack unless
opponent has islands in play.
Serpent is destroyed immediately
if at any time controller has no
islands in play.
*Legend has it that Serpents used to be
bigger, but how could that be?*

Illus. © Jeff A. Menges

5/5