Sea Serpent 5



Summon Serpent

Islandhome *(If defending player controls no islands, this creature cannot attack. If you control no islands, bury this creature.)*

Legend has it that serpents used to be bigger, but how could that be?

Illus. Ian Miller

© 1997 Wizards of the Coast, Inc. All rights reserved.

5/5

Sea Serpent 5

Summon Serpent

Islandhome *(If defending player controls no islands, this creature cannot attack. If you control no islands, bury this creature.)*

Legend has it that serpents used to be bigger, but how could that be?

Illus. Ian Miller

© 1997 Wizards of the Coast, Inc. All rights reserved.

5/5

Sea Serpent 5

Summon Serpent

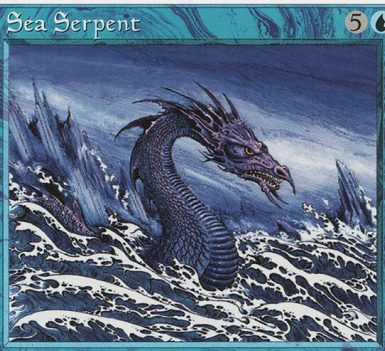
Islandhome *(If defending player controls no islands, this creature cannot attack. If you control no islands, bury this creature.)*

Legend has it that serpents used to be bigger, but how could that be?

Illus. Ian Miller

© 1997 Wizards of the Coast, Inc. All rights reserved.

5/5



Sea Serpent 5

Summon Serpent

Islandhome *(If defending player controls no islands, this creature cannot attack. If you control no islands, bury this creature.)*

Legend has it that serpents used to be bigger, but how could that be?

Illus. Ian Miller

© 1997 Wizards of the Coast, Inc. All rights reserved.

5/5