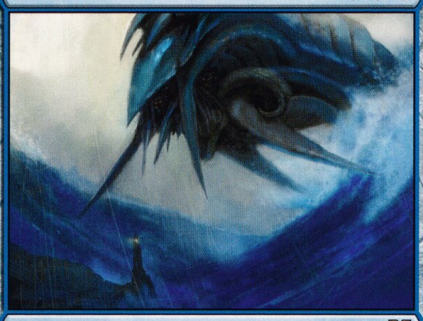
Inkwell Leviathan 7



Artifact Creature — Leviathan

Trample

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

Shroud *(This creature can't be the target of spells or abilities.)*

"Into its maw went the seventh sea, never to be seen again while the world remains."
—Esper fable

7/11

091/307 R
C18 • EN ✒ Anthony Francisco
™ & © 2018 Wizards of the Coast

Inkwell Leviathan 7

Artifact Creature — Leviathan

Trample

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

Shroud *(This creature can't be the target of spells or abilities.)*

"Into its maw went the seventh sea, never to be seen again while the world remains."
—Esper fable

7/11

091/307 R
C18 • EN ✒ Anthony Francisco
™ & © 2018 Wizards of the Coast

Inkwell Leviathan 7

Artifact Creature — Leviathan

Trample

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

Shroud *(This creature can't be the target of spells or abilities.)*

"Into its maw went the seventh sea, never to be seen again while the world remains."
—Esper fable

7/11

091/307 R
C18 • EN ✒ Anthony Francisco
™ & © 2018 Wizards of the Coast

Inkwell Leviathan 7

Artifact Creature — Leviathan

Trample

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

Shroud *(This creature can't be the target of spells or abilities.)*

"Into its maw went the seventh sea, never to be seen again while the world remains."
—Esper fable

7/11

091/307 R
C18 • EN ✒ Anthony Francisco
™ & © 2018 Wizards of the Coast

Inkwell Leviathan 7

Artifact Creature — Leviathan

Trample

Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*

Shroud *(This creature can't be the target of spells or abilities.)*

"Into its maw went the seventh sea, never to be seen again while the world remains."
—Esper fable

7/11

091/307 R
C18 • EN ✒ Anthony Francisco
™ & © 2018 Wizards of the Coast