Sealock Monster



Creature — Octopus

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

5: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

5/5

042/067 U
DDO • EN
Adam Paquette

™ & © 2015 Wizards of the Coast

Sealock Monster

Creature — Octopus

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

5: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

5/5

042/067 U
DDO • EN
Adam Paquette

™ & © 2015 Wizards of the Coast

Sealock Monster

Creature — Octopus

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

5: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

5/5

042/067 U
DDO • EN
Adam Paquette

™ & © 2015 Wizards of the Coast

Sealock Monster

Creature — Octopus

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

5: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

5/5

042/067 U
DDO • EN
Adam Paquette

™ & © 2015 Wizards of the Coast

Sealock Monster

Creature — Octopus

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

5: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

5/5

042/067 U
DDO • EN
Adam Paquette

™ & © 2015 Wizards of the Coast

Sealock Monster

Creature — Octopus

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

5: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

5/5

042/067 U
DDO • EN
Adam Paquette

™ & © 2015 Wizards of the Coast

Sealock Monster

Creature — Octopus

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

5: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

5/5

042/067 U
DDO • EN
Adam Paquette

™ & © 2015 Wizards of the Coast

Sealock Monster

Creature — Octopus

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

5: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

5/5

042/067 U
DDO • EN
Adam Paquette

™ & © 2015 Wizards of the Coast

Sealock Monster

Creature — Octopus

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

5: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

5/5

042/067 U
DDO • EN
Adam Paquette

™ & © 2015 Wizards of the Coast