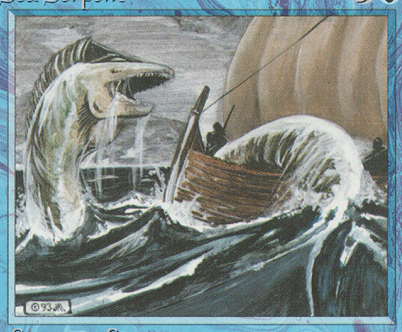
Sea Serpent 5



Summon Serpent

Serpent cannot attack unless opponent has islands in play. Serpent is buried 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?

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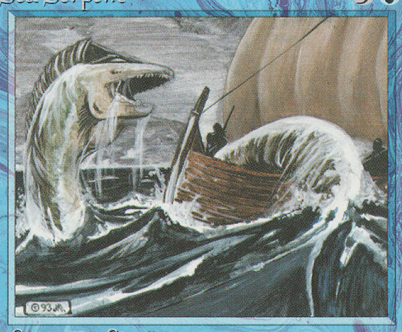
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