
Loch Mare
1
Creature — Horse Serpent
This creature enters with three -1/-1 counters on it.
1, Remove a counter from this creature: Draw a card.
2, Remove two counters from this creature: Tap target creature. Put a stun counter on it.
4/5
M 0307
ECL • EN
Isabella Mazzanti
™ & © 2026 Wizards of the Coast


Loch Mare
1
Creature — Horse Serpent
This creature enters with three -1/-1 counters on it.
1, Remove a counter from this creature: Draw a card.
2, Remove two counters from this creature: Tap target creature. Put a stun counter on it.
4/5
M 0307
ECL • EN
Isabella Mazzanti
™ & © 2026 Wizards of the Coast