

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1

Spined Fluke

2



Summon Horror

When Spined Fluke comes into play, sacrifice a creature.

♣: Regenerate Spined Fluke.

Its spines are prized as writing quills by the priests of Gix.

Illus. Mark Nelson

© 1993-1998 Wizards of the Coast, Inc. 160/360

5/1