
Dandân
Creature — Fish
This creature can't attack unless defending player controls an Island.
When you control no Islands, sacrifice this creature.
Forget bait, forget hooks, forget line, forget troubles, and enjoy being on the water while the fish swim around.
4/1
R 2138
SLD ★ EN KELOGSLOOPS
™ & © 2025 Wizards of the Coast


Dandân
Creature — Fish
This creature can't attack unless defending player controls an Island.
When you control no Islands, sacrifice this creature.
Forget bait, forget hooks, forget line, forget troubles, and enjoy being on the water while the fish swim around.
4/1
R 2138
SLD ★ EN KELOGSLOOPS
™ & © 2025 Wizards of the Coast


Dandân
Creature — Fish
This creature can't attack unless defending player controls an Island.
When you control no Islands, sacrifice this creature.
Forget bait, forget hooks, forget line, forget troubles, and enjoy being on the water while the fish swim around.
4/1
R 2138
SLD ★ EN KELOGSLOOPS
™ & © 2025 Wizards of the Coast


Dandân
Creature — Fish
This creature can't attack unless defending player controls an Island.
When you control no Islands, sacrifice this creature.
Forget bait, forget hooks, forget line, forget troubles, and enjoy being on the water while the fish swim around.
4/1
R 2138
SLD ★ EN KELOGSLOOPS
™ & © 2025 Wizards of the Coast