Harbor Serpent 4 blue blue



Creature — Serpent M13

Islandwalk *(This creature is unblockable as long as defending player controls an Island.)*
Harbor Serpent can't attack unless there are five or more Islands on the battlefield.

Like most giant monsters villagers worship as gods, it proves a fickle master.

Daarken
5/5
™ & © 1993–2012 Wizards of the Coast LLC 53/249

Harbor Serpent 4 blue blue



Creature — Serpent M13

Islandwalk *(This creature is unblockable as long as defending player controls an Island.)*
Harbor Serpent can't attack unless there are five or more Islands on the battlefield.

Like most giant monsters villagers worship as gods, it proves a fickle master.

Daarken
5/5
™ & © 1993–2012 Wizards of the Coast LLC 53/249

Harbor Serpent 4 blue blue



Creature — Serpent M13

Islandwalk *(This creature is unblockable as long as defending player controls an Island.)*
Harbor Serpent can't attack unless there are five or more Islands on the battlefield.

Like most giant monsters villagers worship as gods, it proves a fickle master.

Daarken
5/5
™ & © 1993–2012 Wizards of the Coast LLC 53/249

Harbor Serpent 4 blue blue



Creature — Serpent M13

Islandwalk *(This creature is unblockable as long as defending player controls an Island.)*
Harbor Serpent can't attack unless there are five or more Islands on the battlefield.

Like most giant monsters villagers worship as gods, it proves a fickle master.

Daarken
5/5
™ & © 1993–2012 Wizards of the Coast LLC 53/249