



OCTOPUS **I**



ATK 0 CREATURE KRAKEN DEF 1

Destroy Octopus: Prevent all damage dealt this turn.


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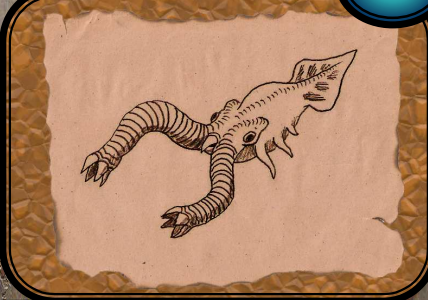
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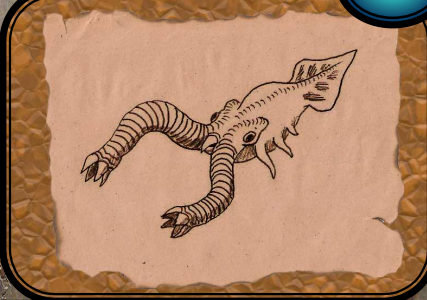
HYDRA SPAWN **II**



ATK 2 CREATURE SEA SERPENT DEF 2

Can attack 2 creatures. You may decide how to distribute the damage dealt.


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SEA SERPENT **III**



ATK 4 CREATURE SEA SERPENT DEF 4

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