Snake Pit 3



Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3



Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3



Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3



Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350

Snake Pit 3

Enchantment

Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

If the ground is smooth, the way will be rough.

—Deepwood saying

Illus. Carl Critchlow

©1993–1999 Wizards of the Coast, Inc. 271/350