Sea Snidd 4



Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4



Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4



Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4



Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3

Sea Snidd 4

Creature — Beast

: Target land's type becomes the basic land type of your choice until end of turn.

It always has the home-turf advantage.

Illus. Chippy

©1993–2001 Wizards of the Coast, Inc. 31/143

3/3