

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

™ & © 1993–2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

™ & © 1993–2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

™ & © 1993–2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

™ & © 1993–2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

™ & © 1993–2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

™ & © 1993–2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

™ & © 1993–2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

™ & © 1993–2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

™ & © 1993–2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1

Tideshaper Mystic



Creature — Merfolk Wizard

☞: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

TM & © 1993-2007 Wizards of the Coast, Inc. 93/301

1/1