Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl



Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast

Shineshadow Snarl

Land

As Shineshadow Snarl enters the battlefield, you may reveal a Plains or Swamp card from your hand. If you don't, Shineshadow Snarl enters the battlefield tapped.

{T}: Add {W} or {B}.

A flickering beacon of righteous corruption.

R 0351
LCC • EN ✒ Sam Burley

™ & © 2023 Wizards of the Coast