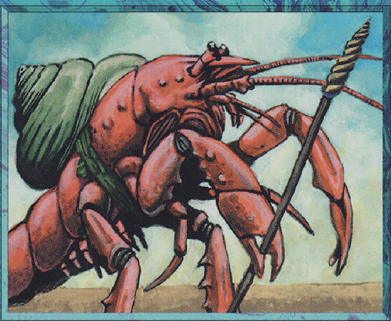
Homarid Warrior 4 {U}

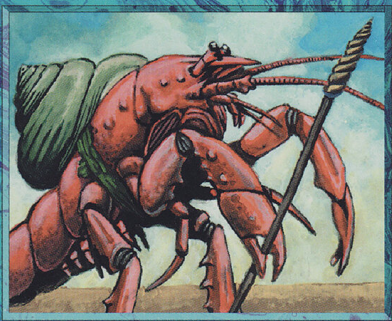


Summon Homarid

{U}: Homarid Warrior may not be the target of spells or effects until end of turn and does not untap as normal during your next untap phase. If Homarid Warrior is untapped, tap it.

Illus. Daniel Gelon
© 1994 Wizards of the Coast, Inc. All rights reserved.
3/3

Homarid Warrior 4 {U}

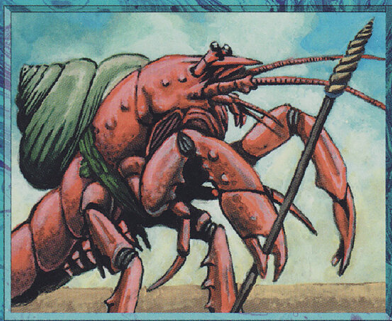


Summon Homarid

{U}: Homarid Warrior may not be the target of spells or effects until end of turn and does not untap as normal during your next untap phase. If Homarid Warrior is untapped, tap it.

Illus. Daniel Gelon
© 1994 Wizards of the Coast, Inc. All rights reserved.
3/3

Homarid Warrior 4 {U}

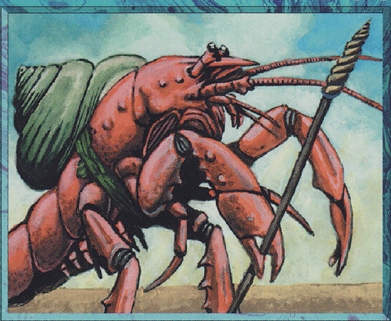


Summon Homarid

{U}: Homarid Warrior may not be the target of spells or effects until end of turn and does not untap as normal during your next untap phase. If Homarid Warrior is untapped, tap it.

Illus. Daniel Gelon
© 1994 Wizards of the Coast, Inc. All rights reserved.
3/3

Homarid Warrior 4 {U}



Summon Homarid

{U}: Homarid Warrior may not be the target of spells or effects until end of turn and does not untap as normal during your next untap phase. If Homarid Warrior is untapped, tap it.

Illus. Daniel Gelon
© 1994 Wizards of the Coast, Inc. All rights reserved.
3/3