Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire



Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise

Haunted Mire

Land — Swamp Forest

({T}: Add {B} or {G}.)
Haunted Mire enters the battlefield tapped.

Some of the nature spirits and wraiths that haunt Urborg take offense at the term "ghost town."

248/281 L
DMU • EN
™ & © 2022 Wizards of the Coast
Bruce Brenneise