Smoldering Marsh



Land — Swamp Mountain

(: Add or to your mana pool.)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

247/274 R
BFZ • EN Adam Paquette
™ & © 2015 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or to your mana pool.)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

247/274 R
BFZ • EN Adam Paquette
™ & © 2015 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or to your mana pool.)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

247/274 R
BFZ • EN Adam Paquette
™ & © 2015 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or to your mana pool.)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

247/274 R
BFZ • EN Adam Paquette
™ & © 2015 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or to your mana pool.)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

247/274 R
BFZ • EN Adam Paquette
™ & © 2015 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or to your mana pool.)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

247/274 R
BFZ • EN Adam Paquette
™ & © 2015 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or to your mana pool.)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

247/274 R
BFZ • EN Adam Paquette
™ & © 2015 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or to your mana pool.)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

247/274 R
BFZ • EN Adam Paquette
™ & © 2015 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or to your mana pool.)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

247/274 R
BFZ • EN Adam Paquette
™ & © 2015 Wizards of the Coast