Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls



Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

{T}: Add {U} or {B} to your mana pool.

Skirsdag cultists meet behind a waterfall's curtain and plot with demonic forces.

Cliff Childs

™ & © 1993–2011 Wizards of the Coast LLC 248/264