Rising Miasma

3 B



Sorcery

All creatures get -2/-2 until end of turn.

Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

122/274 U
BFZ • EN
Deruchenko Alexander

™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma

3 B



Sorcery

All creatures get -2/-2 until end of turn.

Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

122/274 U
BFZ • EN
Deruchenko Alexander

™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma

3 B



Sorcery

All creatures get -2/-2 until end of turn.

Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

122/274 U
BFZ • EN
Deruchenko Alexander

™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma

3 B



Sorcery

All creatures get -2/-2 until end of turn.

Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

122/274 U
BFZ • EN
Deruchenko Alexander

™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Rising Miasma 3 B
Sorcery
All creatures get -2/-2 until end of turn.
Awaken 3—5 B *(If you cast this spell for 5 B, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*
122/274 U
BFZ • EN
Deruchenko Alexander
™ & © 2015 Wizards of the Coast