Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.

Slippery Karst



Land

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)*

Slippery Karst comes into play tapped.

: Add  to your mana pool.

Illus. Stephen Daniele

™ & © 1994—1999 Wizards of the Coast, Inc.