Polluted Mire



Land

Polluted Mire enters the battlefield tapped.

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

Cycling {2} ({2}, *Discard this card: Draw a card.*)

300/342 C
C15 • EN
Stephen Daniele

™ & © 2015 Wizards of the Coast

Polluted Mire

Land

Polluted Mire enters the battlefield tapped.

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

Cycling {2} ({2}, *Discard this card: Draw a card.*)

300/342 C
C15 • EN
Stephen Daniele

™ & © 2015 Wizards of the Coast

Polluted Mire

Land

Polluted Mire enters the battlefield tapped.

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

Cycling {2} ({2}, *Discard this card: Draw a card.*)

300/342 C
C15 • EN
Stephen Daniele

™ & © 2015 Wizards of the Coast

Polluted Mire



Land

Polluted Mire enters the battlefield tapped.

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

Cycling {2} ({2}, *Discard this card: Draw a card.*)

300/342 C
C15 • EN
Stephen Daniele

™ & © 2015 Wizards of the Coast

Polluted Mire

Land

Polluted Mire enters the battlefield tapped.

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

Cycling {2} ({2}, *Discard this card: Draw a card.*)

300/342 C
C15 • EN
Stephen Daniele

™ & © 2015 Wizards of the Coast

Polluted Mire

Land

Polluted Mire enters the battlefield tapped.

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

Cycling {2} ({2}, *Discard this card: Draw a card.*)

300/342 C
C15 • EN
Stephen Daniele

™ & © 2015 Wizards of the Coast

Polluted Mire



Land

Polluted Mire enters the battlefield tapped.

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

Cycling {2} ({2}, *Discard this card: Draw a card.*)

300/342 C
C15 • EN
Stephen Daniele

™ & © 2015 Wizards of the Coast

Polluted Mire

Land

Polluted Mire enters the battlefield tapped.

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

Cycling {2} ({2}, *Discard this card: Draw a card.*)

300/342 C
C15 • EN
Stephen Daniele

™ & © 2015 Wizards of the Coast

Polluted Mire

Land

Polluted Mire enters the battlefield tapped.

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

Cycling {2} ({2}, *Discard this card: Draw a card.*)

300/342 C
C15 • EN
Stephen Daniele

™ & © 2015 Wizards of the Coast