Mire's Malice



Sorcery

Target opponent discards two cards.

Awaken 3—5 *(If you cast this spell for 5, 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.)*

117/274 C
BFZ • EN Jakub Kasper

™ & © 2015 Wizards of the Coast

Mire's Malice
Sorcery
Target opponent discards two cards.
Awaken 3—5 *(If you cast this spell for 5, 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.)*
117/274 C
BFZ • EN Jakub Kasper
™ & © 2015 Wizards of the Coast

Mire's Malice
Sorcery
Target opponent discards two cards.
Awaken 3—5 *(If you cast this spell for 5, 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.)*
117/274 C
BFZ • EN Jakub Kasper
™ & © 2015 Wizards of the Coast

Mire's Malice
Sorcery
Target opponent discards two cards.
Awaken 3—5 *(If you cast this spell for 5, 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.)*
117/274 C
BFZ • EN Jakub Kasper
™ & © 2015 Wizards of the Coast

Mire's Malice
Sorcery
Target opponent discards two cards.
Awaken 3—5 *(If you cast this spell for 5, 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.)*
117/274 C
BFZ • EN Jakub Kasper
™ & © 2015 Wizards of the Coast

Mire's Malice
Sorcery
Target opponent discards two cards.
Awaken 3—5 *(If you cast this spell for 5, 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.)*
117/274 C
BFZ • EN Jakub Kasper
™ & © 2015 Wizards of the Coast

Mire's Malice
Sorcery
Target opponent discards two cards.
Awaken 3—5 *(If you cast this spell for 5, 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.)*
117/274 C
BFZ • EN Jakub Kasper
™ & © 2015 Wizards of the Coast

Mire's Malice
Sorcery
Target opponent discards two cards.
Awaken 3—5 *(If you cast this spell for 5, 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.)*
117/274 C
BFZ • EN Jakub Kasper
™ & © 2015 Wizards of the Coast

Mire's Malice
Sorcery
Target opponent discards two cards.
Awaken 3—5 *(If you cast this spell for 5, 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.)*
117/274 C
BFZ • EN Jakub Kasper
™ & © 2015 Wizards of the Coast