Smoldering Marsh



Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh



Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh



Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh



Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Smoldering Marsh

Land — Swamp Mountain

(: Add or .)
Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

428 R
NCC • EN Adam Paquette
™ & © 2022 Wizards of the Coast