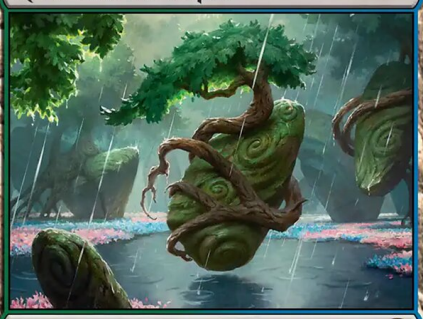
Rain-Slicked Copse



Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

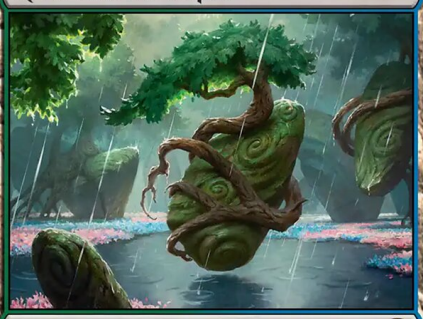
(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse



Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

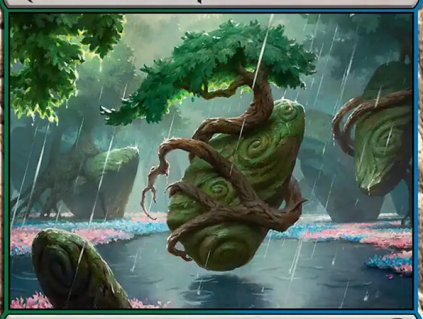
(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse



Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

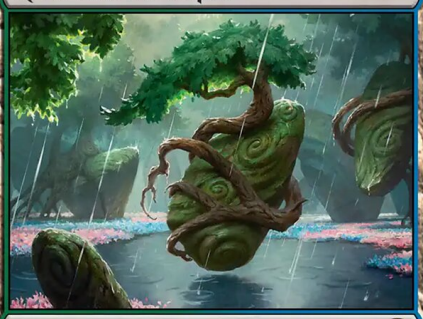
(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse



Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast

Rain-Slicked Copse

Land — Forest Island

(T: Add 🌳 or 💧.)
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

A forest that never thirsts always flourishes.

R 0023
ECC • EN
Adam Paquette

™ & © 2026 Wizards of the Coast