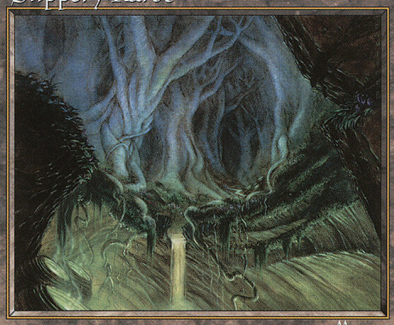
Slippery Karst



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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

Slippery Karst

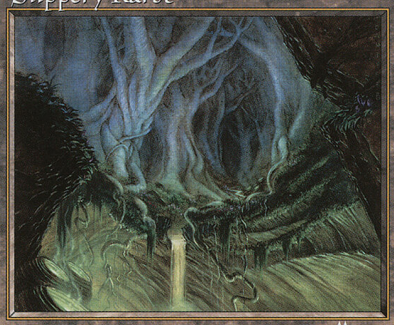


Land

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

Slippery Karst

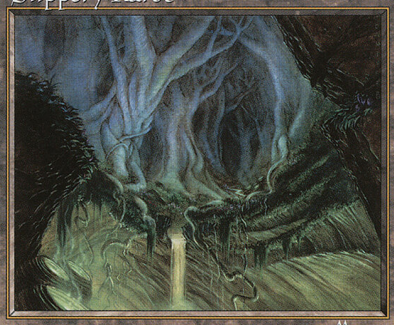


Land

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

Slippery Karst

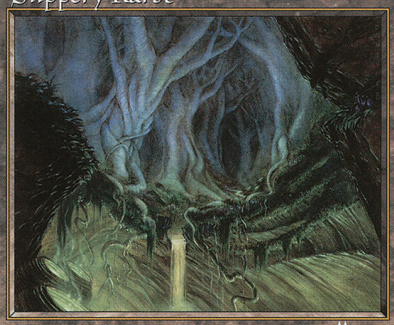


Land

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

Slippery Karst

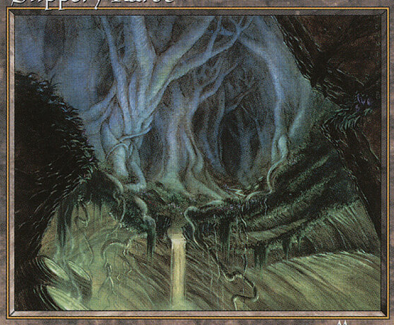


Land

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

Slippery Karst

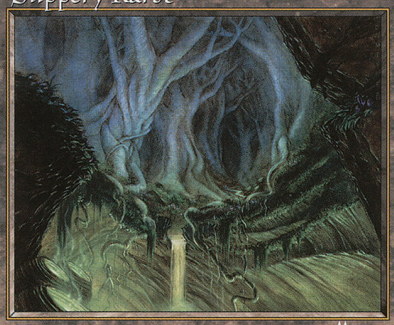


Land

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

Slippery Karst

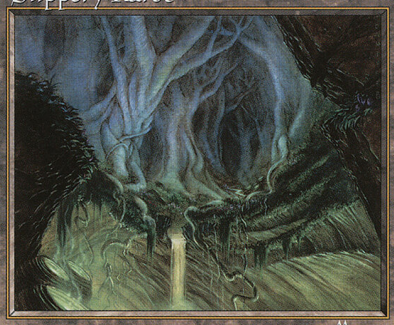


Land

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

Slippery Karst

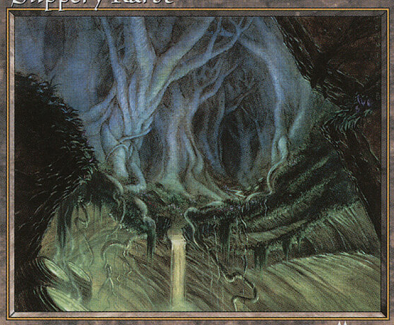


Land

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90

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
©1993–2000 Wizards of the Coast, Inc. 76/90