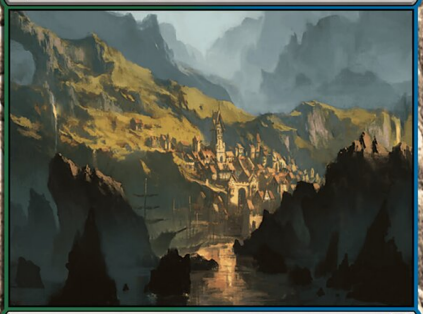
Hinterland Harbor



Land

Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.

{T}: Add {G} or {U}.

In places where the sea meets the trees, it's easy to forget the darkness that rules most of Innistrad.

R 0300
OTC • EN Karl Kopinski

™ & © 2024 Wizards of the Coast

Hinterland Harbor

Land

Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.

{T}: Add {G} or {U}.

In places where the sea meets the trees, it's easy to forget the darkness that rules most of Innistrad.

R 0300
OTC • EN Karl Kopinski

™ & © 2024 Wizards of the Coast

Hinterland Harbor

Land

Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.

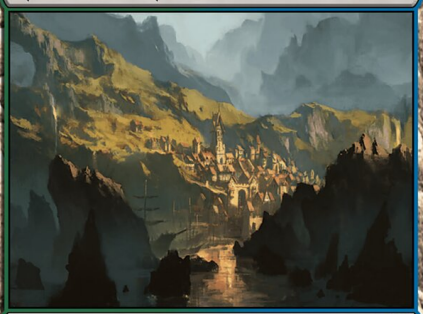
{T}: Add {G} or {U}.

In places where the sea meets the trees, it's easy to forget the darkness that rules most of Innistrad.

R 0300
OTC • EN Karl Kopinski

™ & © 2024 Wizards of the Coast

Hinterland Harbor



Land

Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.

{T}: Add {G} or {U}.

In places where the sea meets the trees, it's easy to forget the darkness that rules most of Innistrad.

R 0300
OTC • EN Karl Kopinski

™ & © 2024 Wizards of the Coast

Hinterland Harbor

Land

Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.

{T}: Add {G} or {U}.

In places where the sea meets the trees, it's easy to forget the darkness that rules most of Innistrad.

R 0300
OTC • EN Karl Kopinski

™ & © 2024 Wizards of the Coast

Hinterland Harbor

Land

Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.

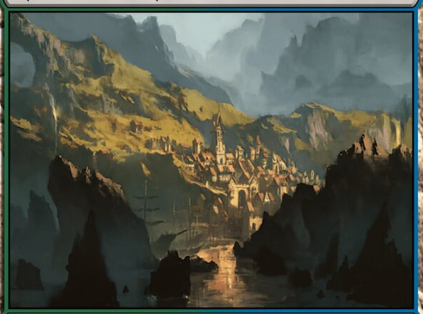
{T}: Add {G} or {U}.

In places where the sea meets the trees, it's easy to forget the darkness that rules most of Innistrad.

R 0300
OTC • EN Karl Kopinski

™ & © 2024 Wizards of the Coast

Hinterland Harbor



Land

Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.

{T}: Add {G} or {U}.

In places where the sea meets the trees, it's easy to forget the darkness that rules most of Innistrad.

R 0300
OTC • EN Karl Kopinski

™ & © 2024 Wizards of the Coast

Hinterland Harbor

Land

Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.

{T}: Add {G} or {U}.

In places where the sea meets the trees, it's easy to forget the darkness that rules most of Innistrad.

R 0300
OTC • EN Karl Kopinski

™ & © 2024 Wizards of the Coast

Hinterland Harbor

Land

Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.

{T}: Add {G} or {U}.

In places where the sea meets the trees, it's easy to forget the darkness that rules most of Innistrad.

R 0300
OTC • EN Karl Kopinski

™ & © 2024 Wizards of the Coast