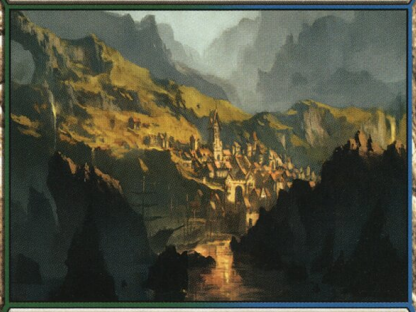
Hinterland Harbor



Land

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

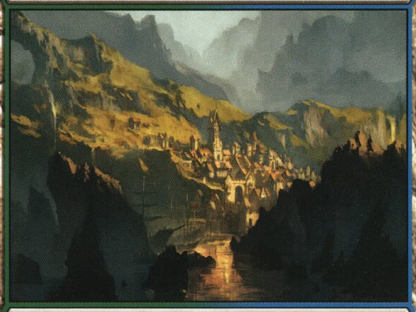
: Add or to your mana pool.

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

Karl Kopinski

™ & © 1993–2011 Wizards of the Coast LLC 241/264

Hinterland Harbor



Land

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

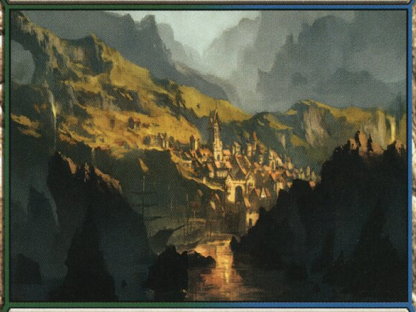
: Add or to your mana pool.

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

Karl Kopinski

™ & © 1993–2011 Wizards of the Coast LLC 241/264

Hinterland Harbor



Land

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

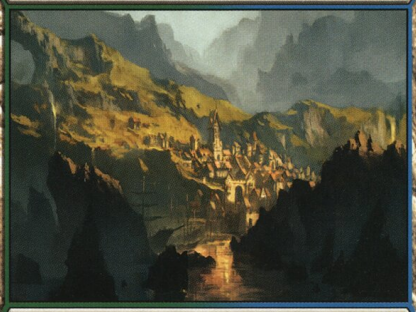
: Add or to your mana pool.

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

Karl Kopinski

™ & © 1993–2011 Wizards of the Coast LLC 241/264

Hinterland Harbor



Land

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

: Add or to your mana pool.

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

Karl Kopinski

™ & © 1993–2011 Wizards of the Coast LLC 241/264