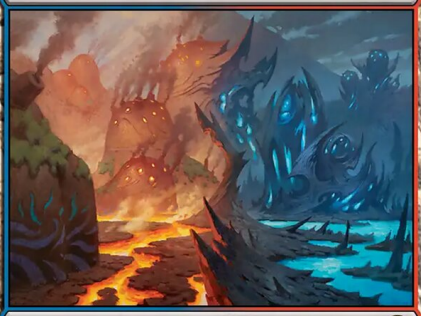
Steam Vents



Land — Island Mountain

(: Add or .)

As this land enters, you may pay 2 life. If you don't, it enters tapped.

The flamekin was drawn toward warm laughter when the skies darkened, then she turned back to the lonely peak.

R 0267
ECL • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Steam Vents

Land — Island Mountain

(: Add or .)

As this land enters, you may pay 2 life. If you don't, it enters tapped.

The flamekin was drawn toward warm laughter when the skies darkened, then she turned back to the lonely peak.

R 0267
ECL • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Steam Vents

Land — Island Mountain

(: Add or .)

As this land enters, you may pay 2 life. If you don't, it enters tapped.

The flamekin was drawn toward warm laughter when the skies darkened, then she turned back to the lonely peak.

R 0267
ECL • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Steam Vents

Land — Island Mountain

(: Add or .)

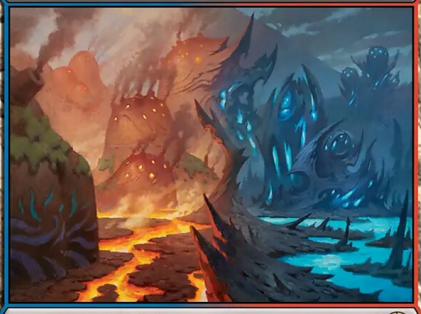
As this land enters, you may pay 2 life. If you don't, it enters tapped.

The flamekin was drawn toward warm laughter when the skies darkened, then she turned back to the lonely peak.

R 0267
ECL • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Steam Vents



Land — Island Mountain

(: Add or .)

As this land enters, you may pay 2 life. If you don't, it enters tapped.

The flamekin was drawn toward warm laughter when the skies darkened, then she turned back to the lonely peak.

R 0267
ECL • EN Adam Paquette

™ & © 2026 Wizards of the Coast