Slippery Karst



Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst



Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst



Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst



Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast

Slippery Karst

Land

Slippery Karst enters the battlefield tapped.

{T}: Add {G}.

Cycling {2} ({2}, *Discard this card: Draw a card.*)

256/261 C
DMR • EN
Stephen Daniele

™ & © 2023 Wizards of the Coast