MI_LAND

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COLLABORATORS			
	TITLE : MI_LAND		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

MI_LAND

1.1   Mirage - Land Cards

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                        Mirage - Land Cards


            Bad River

            Crystal Vein

            Flood Plain
                                        Forest

            Grasslands
                                        Island
                        Mountain

            Mountain Valley
                                        Plains

            Rocky Tar Pit
                                        Swamp

            Teferi's Isle
```

1.2   Bad River

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Bad River

Rarity    = MI(U)
Type      = Land
Artist    = Terese Nielsen
Print run = MI()

Text(MI):
Bad River comes into play tapped. <T>: Sacrifice Bad River: Search your
```

library for an island or swamp card. Put that land into play. Shuffle your
library afterwards.

1.3 Crystal Vein

```
Crystal Vein

Rarity    = MI(U)
Type      = Land
Artist    = Pat Morrissey
Print run = MI()

Text(MI):
<T>: Add one colorless mana to your mana pool. <T>: Sacrifice Crystal Vein:
Add two colorless mana to your mana pool.
```

1.4 Flood Plain

```
Flood Plain

Rarity    = MI(U)
Type      = Land
Artist    = Pat Morrissey
Print run = MI()

Text(MI):
Flood Plain comes into play tapped. <T>: Sacrifice Flood Plain: Search your
library for a plains or island card. Put that land into play. Shuffle your library
afterwards.
```

1.5 Grasslands

```
Grasslands

Rarity    = MI(U)
Type      = Land
Artist    = John Avon
Print run = MI()

Text(MI):
Grasslands comes into play tapped. <T>: Sacrifice Grasslands: Search your
library for a forest or plains card. Put that land into play. Shuffle your library
afterwards.
```

1.6 Mountain Valley

```
Mountain Valley

Rarity   = MI(U)
Type     = Land
Artist   = Kari Johnson
Print run = MI()

Text(MI):
Mountain Valley comes into play tapped. <T>: Sacrifice Mountain Valley to
search your library for a mountain or forest. Put that land into play.
Shuffle your library afterwards.
```

1.7 Rocky Tar Pit

```
Rocky Tar Pit

Rarity   = MI(U)
Type     = Land
Artist   = Jeff Miracola
Print run = MI()

Text(MI):
Rocky Tar Pit comes into play tapped. <T>: Sacrifice Rocky Tar Pit to search your  ←
   library for
a swamp or mountain. Put that land into play. Shuffle your library
afterwards.
```

1.8 Teferi's Isle

```
Teferi's Isle

Rarity   = MI(R)
Type     = Legendary Land
Artist   = Gerry Grace
Print run = MI()

Text(MI): Phasing.
         Comes into play tapped.
         <T>: Add UU to your mana pool.
```