MI_LAND

Tom de Ruyter

MI_LAND ii

COLLABORATORS						
	TITLE :					
ACTION	NAME	DATE	SIGNATURE			
WRITTEN BY	Tom de Ruyter	April 17, 2022				

	REVISION HISTORY							
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MI_LAND iii

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Chapter 1

MI_LAND

1.1 Mirage - Land Cards

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

Bad River

Rarity = MI(U)Type = Land

Artist = Terese Nielsen

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

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afterwards.

NO RULINGS

1.3 Crystal Vein

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Crystal Vein
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Rarity = MI(U)Type = Land

Artist = Pat Morrissey

NO RULINGS

1.4 Flood Plain

Flood Plain

Rarity = MI(U)Type = Land

Artist = Pat Morrissey

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.

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NO RULINGS

1.5 Grasslands

Grasslands

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

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.

NO RULINGS

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1.6 Mountain Valley

Mountain Valley

Rarity = MI(U)

Type = Land

Artist = Kari Johnson

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.

NO RULINGS

1.7 Rocky Tar Pit

1.8 Teferi's Isle