

















Command Tower

Land



C: Add one mana of any color in your commander's color identity.

"Approach my tower on bended knee or depart from it as ash upon the wind."
—Gadwick, the Wizened

333 C
ELD • EN ➔ EVAN SHIPIRD

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Deserted Beach

Land



Deserted Beach enters the battlefield tapped unless you control two or more other lands.

C: Add * or **W**.

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN ➔ JONAS DE RO

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Exotic Orchard

Land



C: Add to your mana pool one mana of any color that a land an opponent controls could produce.

"It was a strange morning. When we awoke, we found our trees transformed. We didn't know whether to water them or polish them."
—Pulan, Bant orchardist

— Steven Belledin

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Floodfarm Verge

Land



C: Add *.

C: Add **W**. Activate only if you control a Plains or an Island.

Here, the Mistmoors slump like a grieving parent, the once-thriving fields drowned by the relentless deluge.

R 0259
DSK • EN ➔ RANDY GALLEGO

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Glacial Fortress

Land



Glacial Fortress enters the battlefield tapped unless you control a Plains or an Island.

C: Add * or **W** to your mana pool.

Ships blown north in their voyage across the Stormwreck Sea become trapped in the unmelted ice.

255/279 R
XLN • EN ➔ JAMES PAICK

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Island**Basic Land — Island**L 0297 FFXIII
FIN • EN ➔ FARIBA KHAMSEH

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FIN • EN ➔ FARIBA KHAMSEH

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**Plains****Basic Land — Plains**L 0294 FFXII
FIN • EN ➔ SHAHAB ALIZADEHFFXII SQUARE ENIX
TM & © 2025 Wizards of the Coast**Port Town****Land**

As Port Town enters the battlefield, you may reveal a Plains or Island card from your hand. If you don't, Port Town enters the battlefield tapped.

⇨: Add * or ♦ to your mana pool.

A haunted fog known as the Nebelgast shrouds the cities along Nephilia's coast.

278 / 297 R
S01 • EN ➔ NOAH BRADLEY

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**Reliquary Tower****Land**

You have no maximum hand size.

⇨: Add ♦.

The most holy treasures are kept far from unclean soil.

254 / 280 U
M19 • EN ➔ JESPER EISING

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**Land**

Sea of Clouds enters the battlefield tapped unless you have two or more opponents.

⇨: Add * or ♦.

A shoreless sea extends to every horizon, sharing its beauty only with those who can fly high enough to see it.

360 / 361 R
CLB • EN ➔ MATT GASER

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**Land**

Seachrome Coast enters the battlefield tapped unless you control two or fewer other lands.

⇨: Add * or ♦.

Where indoctrination meets inquiry, currents roil restlessly beneath the surface.

258 / 271 R
ONE • EN ➔ MAURICIO CALLE

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**Land**

Sejiri Refuge enters the battlefield tapped.

When Sejiri Refuge enters the battlefield, you gain 1 life.

⇨: Add * or ♦ to your mana pool.

Ryan Pancoast
TM & © 1993–2009 Wizards of the Coast LLC 224/249**Land**

This land enters tapped.

When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

⇨: Add * or ♦.

R 0698
FDN • EN ➔ PIOTR DURA

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**Land**

⇨: Add ♦♦ to your mana pool. Activate this ability only if you control five or more lands.

"When gods become apathetic, the people will worship anyone who answers their pleas."
—Kiora

284 / 309 U
C17 • EN ➔ JAMES ZAPATA

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**Land**

This land enters tapped.

When this land enters, you gain 1 life.

⇨: Add * or ♦.

"Abzan vintages are nice, but the sorghum wine made in Riverwheel Village is beyond compare."
—Iramaz, Abzan trader

L 0270
TDM • EN ➔ KEVIN SIDHARTA

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**Sorcery**

Return each Aura card from your graveyard to play. Only creatures can be enchanted this way. (Aura cards that can't enchant a creature in play remain in your graveyard.)

The rifts reach into infinite time streams, bringing the divergent products of alternate pasts into the present.

Dan Scott

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516 M
CMR•EN KARLA ORTIZ

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