









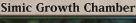
Simic Growth Chamber comes into play tapped.

When Simic Growth Chamber comes into play, return a land you control to its owner's hand.

c: Add 4 6 to your mana pool.

control to its owner's hand. c: Add 4 6 to your mana pool.







Land Simic Growth Chamber comes into play tapped.

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c: Add • to your mana pool.

John Avon

### Slayers' Stronghold



#### Land

r: Add 1 to your mana pool.

\*, c: Target creature gets +2/+0 and gains vigilance and haste until end of turn.

Its courtyards are lit during every hour of the day so that night may never fall within its walls.

Karl Kopinski

#### Sunhome, Fortress of the Legion

When Simic Growth Chamber

comes into play, return a land you



Land

e: Add 1 to your mana pool.

2 ≥\*, c: Target creature gains double strike until end of turn.

Sunhome—the stalwart shield, the towering sentinel, the seat of justice.

Martina Pilcerova

### **Tolaria West**



Tolaria West comes into play tapped. e: Add 6 to your mana pool.

Transmute 1 & 6 (1 & 6, Discard this card: Search your library for a card with converted mana cost 0, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

Khang Le

#### **Tolaria West**



Land

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Khang Le

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Khang Le

Aleksi Briclot



6/6

Aleksi Briclot

Aleksi Briclot

6/6





tree. That knowledge was called upon during the Kami War to ensure the orochi's survival."

The History of Kamigawa

Darrell Riche



















of your library in any order. (Cards

are colorless. Lands are also colorless.)

→ Vincent Proce

with no colored mana in their mana costs











pay 2 1. If you don't, you lose the

game.



At the beginning of your next upkeep,

pay 2 ? . If you don't, you lose the

game.



both flesh and stone.

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both flesh and stone.

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An enigma as vexing as life itself.

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