Sandsteppe Citadel



Land

Sandsteppe Citadel enters the battlefield tapped.

{T}: Add {W}, {B}, or {G} to your mana pool.

That which endures, survives.

000 / 000 P
PRM • EN John Avon

Sandsteppe Citadel



Land

Sandsteppe Citadel enters the battlefield tapped.

{T}: Add {W}, {B}, or {G} to your mana pool.

That which endures, survives.

000 / 000 P
PRM • EN John Avon

Sandsteppe Citadel



Land

Sandsteppe Citadel enters the battlefield tapped.

{T}: Add {W}, {B}, or {G} to your mana pool.

That which endures, survives.

000 / 000 P
PRM • EN John Avon

Sandsteppe Citadel



Land

Sandsteppe Citadel enters the battlefield tapped.

{T}: Add {W}, {B}, or {G} to your mana pool.

That which endures, survives.

000 / 000 P
PRM • EN John Avon

Sandsteppe Citadel



Land

Sandsteppe Citadel enters the battlefield tapped.

{T}: Add {W}, {B}, or {G} to your mana pool.

That which endures, survives.

000 / 000 P
PRM • EN John Avon

Sandsteppe Citadel



Land

Sandsteppe Citadel enters the battlefield tapped.

{T}: Add {W}, {B}, or {G} to your mana pool.

That which endures, survives.

000 / 000 P
PRM • EN John Avon

Sandsteppe Citadel



Land

Sandsteppe Citadel enters the battlefield tapped.

{T}: Add {W}, {B}, or {G} to your mana pool.

That which endures, survives.

000 / 000 P
PRM • EN John Avon

Sandsteppe Citadel



Land

Sandsteppe Citadel enters the battlefield tapped.

{T}: Add {W}, {B}, or {G} to your mana pool.

That which endures, survives.

000 / 000 P
PRM • EN John Avon

Sandsteppe Citadel



Land

Sandsteppe Citadel enters the battlefield tapped.

{T}: Add {W}, {B}, or {G} to your mana pool.

That which endures, survives.

000 / 000 P
PRM • EN John Avon