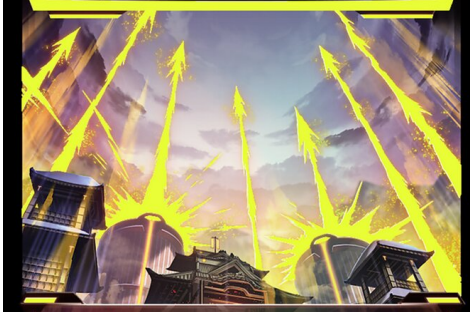
Hall of the Bandit Lord



Legendary Land

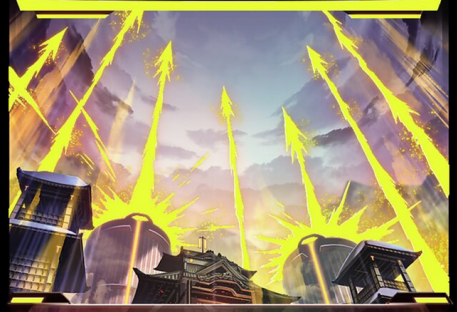
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

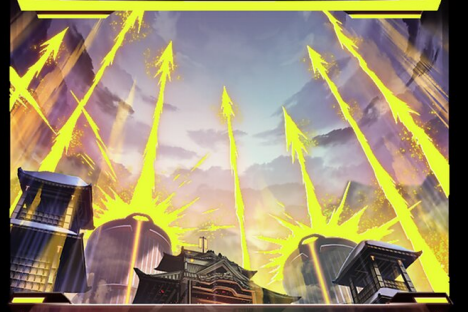
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

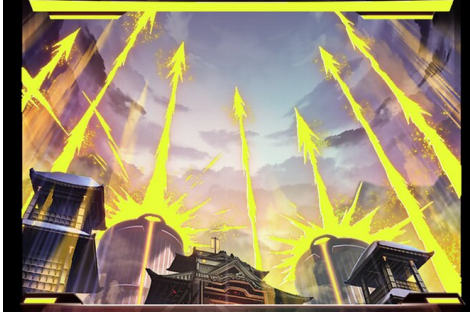
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

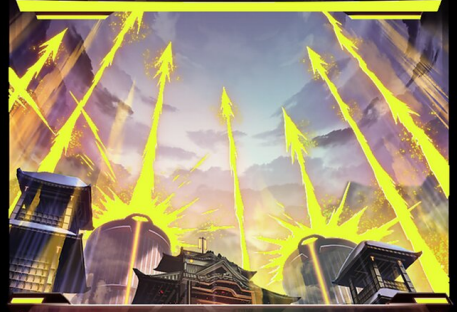
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

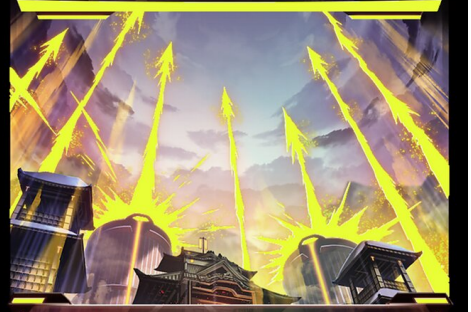
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

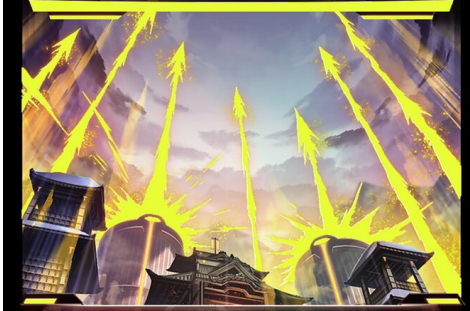
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

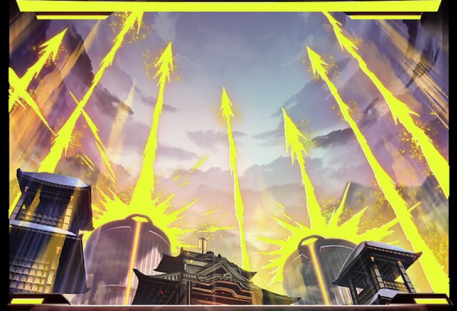
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

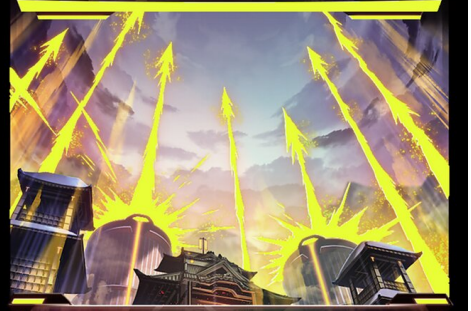
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

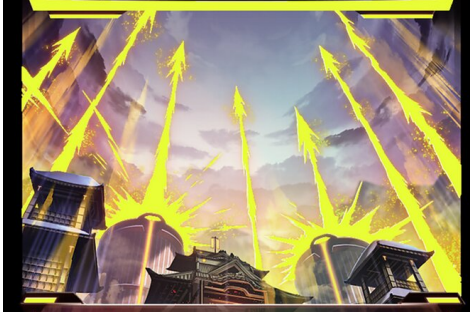
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

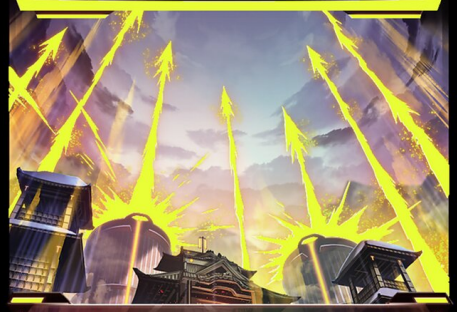
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

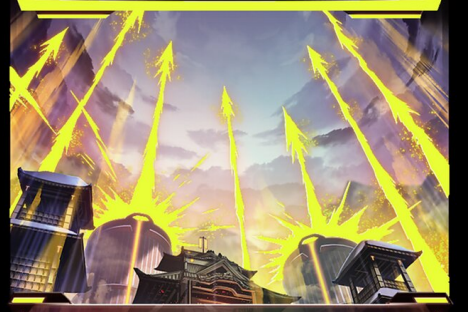
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

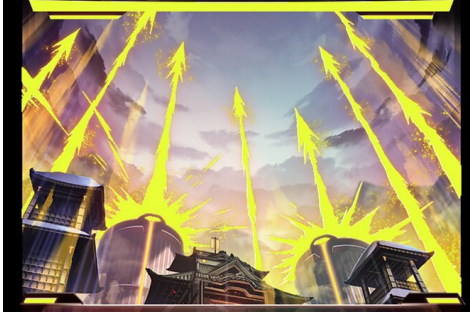
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

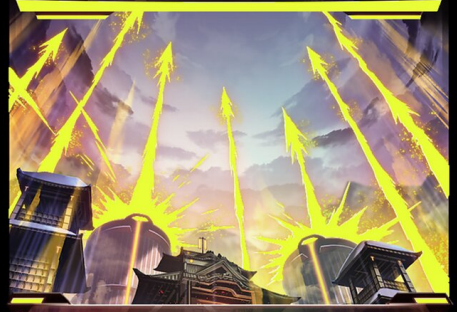
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

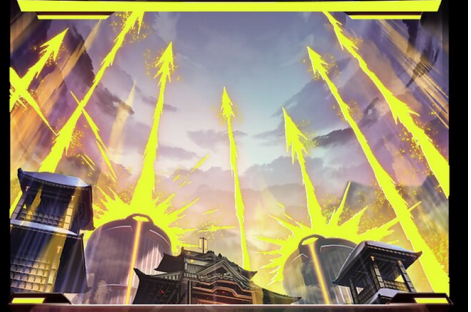
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

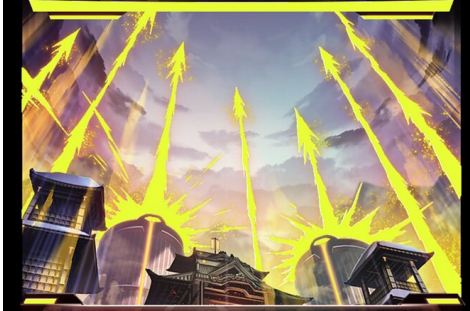
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

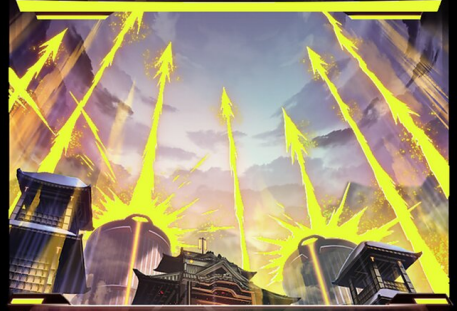
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

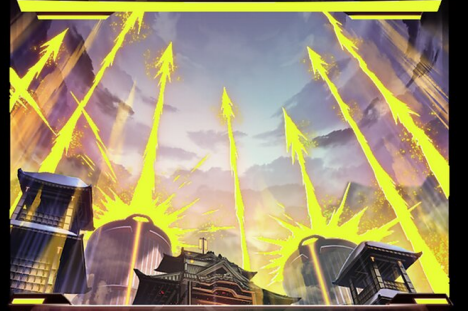
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

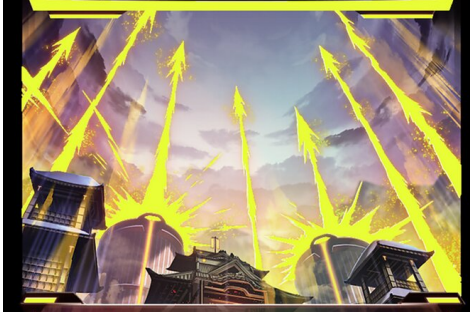
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

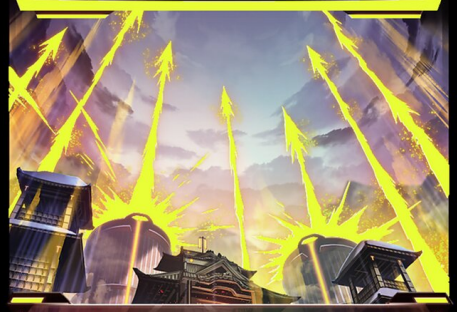
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

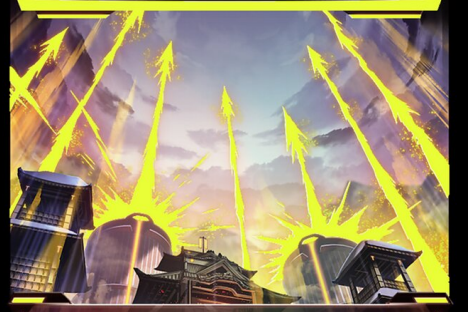
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

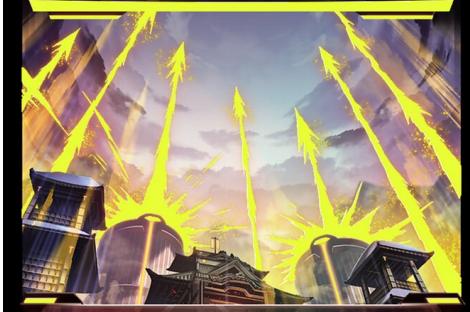
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

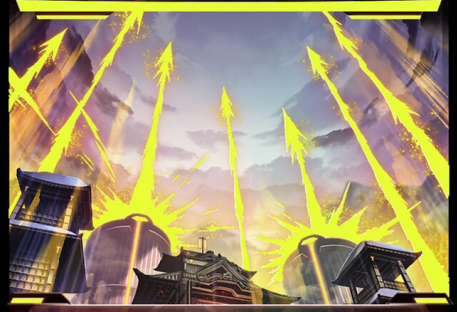
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

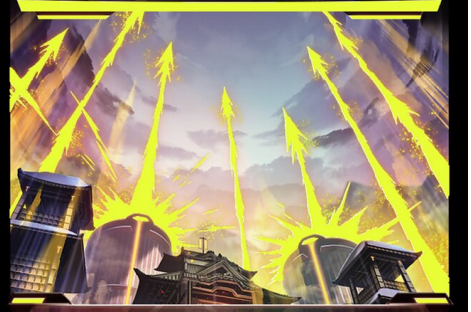
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

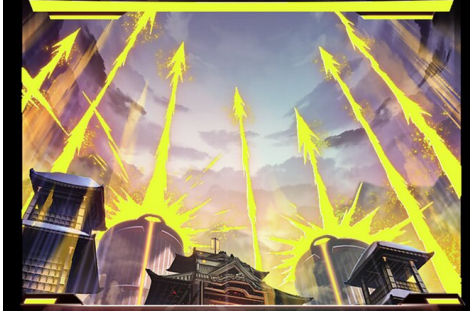
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

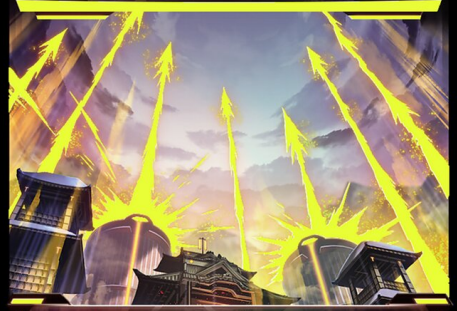
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

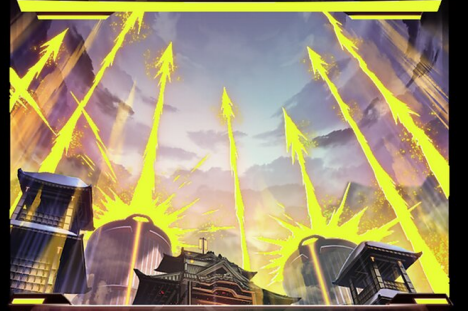
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

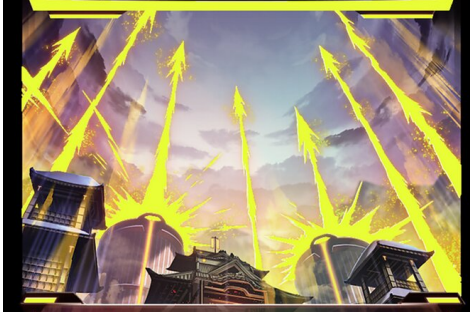
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

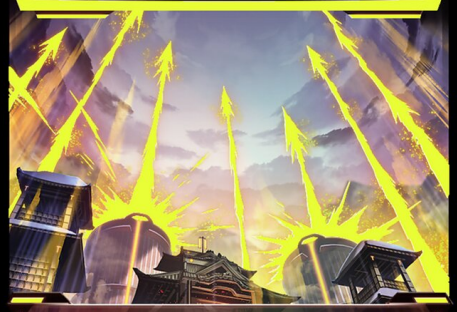
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

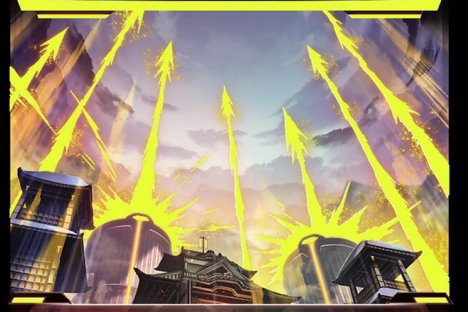
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

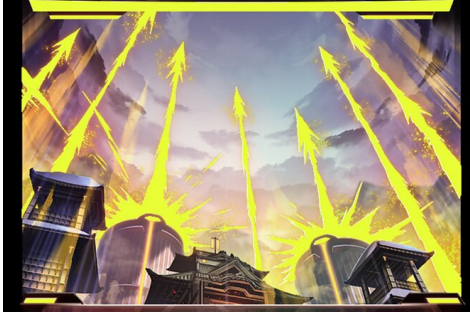
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

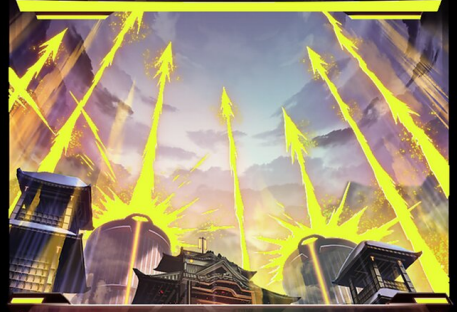
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

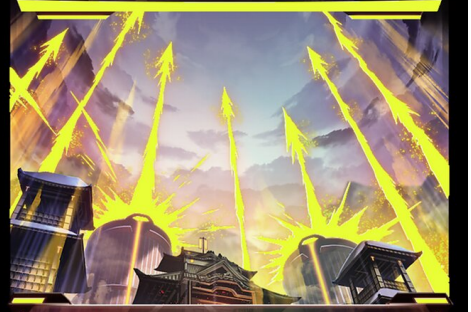
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

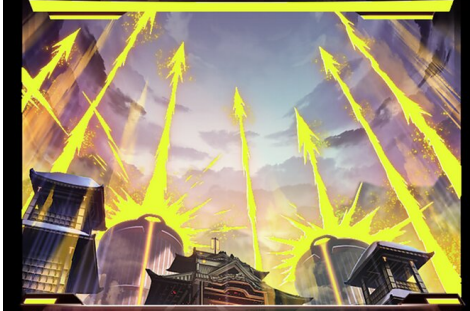
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

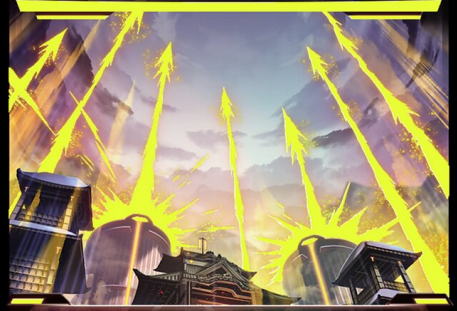
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

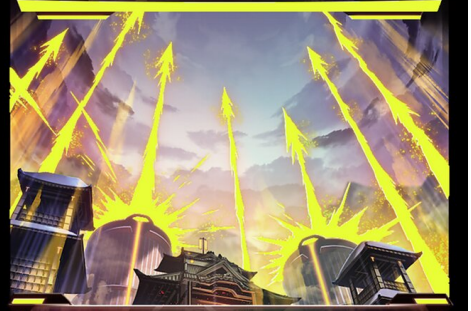
Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast

Hall of the Bandit Lord



Legendary Land

Hall of the Bandit Lord enters the battlefield tapped.

{T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.

427 R
SLD • EN ゾウノセ/ZOUNOSE

™ & © 2022 Wizards of the Coast