Restless Spire



Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire



Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire



Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire



Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast

Restless Spire

Land

This land enters tapped.

{T}: Add {U} or {R}.

{U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land.

Whenever this land attacks, scry 1.

R 0082
FRC • EN
Sergey Glushakov

™ & © 2026 Wizards of the Coast