Foot Headquarters



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {C} or {B}.

"Getting inside will be easy. Getting to Shredder might even be doable. Getting back out? That's going to be hard."
—April O'Neil

L 0185
TMT • EN ▶ Hokyoung Kim
©2026 Viacom.
™ & © 2026 Wizards of the Coast

Foot Headquarters



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {C} or {B}.

"Getting inside will be easy. Getting to Shredder might even be doable. Getting back out? That's going to be hard."
—April O'Neil

L 0185
TMT • EN ▶ Hokyoung Kim
©2026 Viacom.
™ & © 2026 Wizards of the Coast

Foot Headquarters



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {C} or {B}.

"Getting inside will be easy. Getting to Shredder might even be doable. Getting back out? That's going to be hard."
—April O'Neil

L 0185
TMT • EN ▶ Hokyoung Kim
©2026 Viacom.
™ & © 2026 Wizards of the Coast

Foot Headquarters



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {C} or {B}.

"Getting inside will be easy. Getting to Shredder might even be doable. Getting back out? That's going to be hard."
—April O'Neil

L 0185
TMT • EN ▶ Hokyoung Kim
©2026 Viacom.
™ & © 2026 Wizards of the Coast