## Bleachbone Verge



Land

{T}: Add {B}.

{T}: Add {B}{R}. Activate only if you control a Plains or a Swamp.

*"Despite being older than nearly every living thing here, Loot is still just a kid. That doesn't change what we need from him."*
*—Jace*

R 0250
DFT ★ EN ✒ Mark Tedin

™ & © 2025 Wizards of the Coast


## Bleachbone Verge

Land

{T}: Add {B}.

{T}: Add {B}{R}. Activate only if you control a Plains or a Swamp.

*"Despite being older than nearly every living thing here, Loot is still just a kid. That doesn't change what we need from him."*
*—Jace*

R 0250
DFT ★ EN ✒ Mark Tedin

™ & © 2025 Wizards of the Coast

## Bleachbone Verge

Land

{T}: Add {B}.

{T}: Add {B}{R}. Activate only if you control a Plains or a Swamp.

*"Despite being older than nearly every living thing here, Loot is still just a kid. That doesn't change what we need from him."*
*—Jace*

R 0250
DFT ★ EN ✒ Mark Tedin

™ & © 2025 Wizards of the Coast

## Bleachbone Verge

Land

{T}: Add {B}.

{T}: Add {B}{R}. Activate only if you control a Plains or a Swamp.

*"Despite being older than nearly every living thing here, Loot is still just a kid. That doesn't change what we need from him."*
*—Jace*

R 0250
DFT ★ EN ✒ Mark Tedin

™ & © 2025 Wizards of the Coast