Restless Fortress



Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress



Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress



Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress



Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast

Restless Fortress

Land

Restless Fortress enters the battlefield tapped.

{T}: Add {C} or {B}.

{2}{C}{B}: Restless Fortress becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.

Whenever Restless Fortress attacks, defending player loses 2 life and you gain 2 life.

R 0259
WOE EN Piotr Dura

™ & © 2023 Wizards of the Coast