
Caged Sun
6
Artifact
As Caged Sun enters the battlefield, choose a color.
Creatures you control of the chosen color get +1/+1.
Whenever a land's ability causes you to add one or more mana of the chosen color, add one additional mana of that color.
231 R
40K★EN Johan Grenier
™ & © 2022 Wizards of the Coast
© GW


Caged Sun
6
Artifact
As Caged Sun enters the battlefield, choose a color.
Creatures you control of the chosen color get +1/+1.
Whenever a land's ability causes you to add one or more mana of the chosen color, add one additional mana of that color.
231 R
40K★EN Johan Grenier
™ & © 2022 Wizards of the Coast
© GW


Caged Sun
6
Artifact
As Caged Sun enters the battlefield, choose a color.
Creatures you control of the chosen color get +1/+1.
Whenever a land's ability causes you to add one or more mana of the chosen color, add one additional mana of that color.
231 R
40K★EN Johan Grenier
™ & © 2022 Wizards of the Coast
© GW


Caged Sun
6
Artifact
As Caged Sun enters the battlefield, choose a color.
Creatures you control of the chosen color get +1/+1.
Whenever a land's ability causes you to add one or more mana of the chosen color, add one additional mana of that color.
231 R
40K★EN Johan Grenier
™ & © 2022 Wizards of the Coast
© GW