Ancient Ziggurat



Land

{T}: Add one mana of any color to your mana pool. Spend this mana only to cast creature spells.

Leylines branch out from its foundation like roots from a tree. These draw mana from every region and welcome all living things into its verdant chambers.

Randy Gallegos

™ & © 1993–2010 Wizards of the Coast LLC 3/12-F10

Ancient Ziggurat

Land

{T}: Add one mana of any color to your mana pool. Spend this mana only to cast creature spells.

Leylines branch out from its foundation like roots from a tree. These draw mana from every region and welcome all living things into its verdant chambers.

Randy Gallegos

™ & © 1993–2010 Wizards of the Coast LLC 3/12-F10

Ancient Ziggurat

Land

{T}: Add one mana of any color to your mana pool. Spend this mana only to cast creature spells.

Leylines branch out from its foundation like roots from a tree. These draw mana from every region and welcome all living things into its verdant chambers.

Randy Gallegos

™ & © 1993–2010 Wizards of the Coast LLC 3/12-F10

Ancient Ziggurat

Land

{T}: Add one mana of any color to your mana pool. Spend this mana only to cast creature spells.

Leylines branch out from its foundation like roots from a tree. These draw mana from every region and welcome all living things into its verdant chambers.

Randy Gallegos

™ & © 1993–2010 Wizards of the Coast LLC 3/12-F10

Ancient Ziggurat

Land

{T}: Add one mana of any color to your mana pool. Spend this mana only to cast creature spells.

Leylines branch out from its foundation like roots from a tree. These draw mana from every region and welcome all living things into its verdant chambers.

Randy Gallegos

™ & © 1993–2010 Wizards of the Coast LLC 3/12-F10

Ancient Ziggurat

Land

{T}: Add one mana of any color to your mana pool. Spend this mana only to cast creature spells.

Leylines branch out from its foundation like roots from a tree. These draw mana from every region and welcome all living things into its verdant chambers.

Randy Gallegos

™ & © 1993–2010 Wizards of the Coast LLC 3/12-F10

Ancient Ziggurat

Land

{T}: Add one mana of any color to your mana pool. Spend this mana only to cast creature spells.

Leylines branch out from its foundation like roots from a tree. These draw mana from every region and welcome all living things into its verdant chambers.

Randy Gallegos

™ & © 1993–2010 Wizards of the Coast LLC 3/12-F10

Ancient Ziggurat

Land

{T}: Add one mana of any color to your mana pool. Spend this mana only to cast creature spells.

Leylines branch out from its foundation like roots from a tree. These draw mana from every region and welcome all living things into its verdant chambers.

Randy Gallegos

™ & © 1993–2010 Wizards of the Coast LLC 3/12-F10

Ancient Ziggurat

Land

{T}: Add one mana of any color to your mana pool. Spend this mana only to cast creature spells.

Leylines branch out from its foundation like roots from a tree. These draw mana from every region and welcome all living things into its verdant chambers.

Randy Gallegos

™ & © 1993–2010 Wizards of the Coast LLC 3/12-F10