Plaza of Heroes



Land

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.

{T}: Add one mana of any color among legendary permanents you control.

{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

R 0255
MSC • EN ✍ Taurin Clarke
© MARVEL
™ & © 2026 Wizards of the Coast

Plaza of Heroes



Land

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.

{T}: Add one mana of any color among legendary permanents you control.

{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

R 0255
MSC • EN ✍ Taurin Clarke
© MARVEL
™ & © 2026 Wizards of the Coast

Plaza of Heroes



Land

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.

{T}: Add one mana of any color among legendary permanents you control.

{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

R 0255
MSC • EN ✍ Taurin Clarke
© MARVEL
™ & © 2026 Wizards of the Coast

Plaza of Heroes



Land

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.

{T}: Add one mana of any color among legendary permanents you control.

{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

R 0255
MSC • EN ✍ Taurin Clarke
© MARVEL
™ & © 2026 Wizards of the Coast