Command Tower



Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower



Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower



Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower



Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge

Command Tower

Land

{T}: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC S/S Judge