Hall of the Bandit Lord



Legendary Land

Hall of the Bandit Lord comes into play tapped.

{T}, Pay 3 life: Add {1} to your mana pool. If that mana is spent on a creature spell, that creature has haste.

Paolo Parente

™ & © 1993–2004 Wizards of the Coast, Inc. 277/306

Hall of the Bandit Lord



Legendary Land

Hall of the Bandit Lord comes into play tapped.

{T}, Pay 3 life: Add {1} to your mana pool. If that mana is spent on a creature spell, that creature has haste.

Paolo Parente

™ & © 1993–2004 Wizards of the Coast, Inc. 277/306

Hall of the Bandit Lord



Legendary Land

Hall of the Bandit Lord comes into play tapped.

{T}, Pay 3 life: Add {1} to your mana pool. If that mana is spent on a creature spell, that creature has haste.

Paolo Parente

™ & © 1993–2004 Wizards of the Coast, Inc. 277/306

Hall of the Bandit Lord



Legendary Land

Hall of the Bandit Lord comes into play tapped.

{T}, Pay 3 life: Add {1} to your mana pool. If that mana is spent on a creature spell, that creature has haste.

Paolo Parente

™ & © 1993–2004 Wizards of the Coast, Inc. 277/306