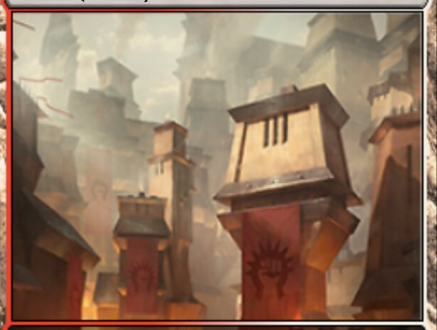
Sacred Foundry



Land — Mountain Plains

(T: Add {R} or {W}.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

0000 / 1158 P
PRM • EN Chris Ostrowski

Sacred Foundry



Land — Mountain Plains

(T: Add {R} or {W}.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

0000 / 1158 P
PRM • EN Chris Ostrowski

Sacred Foundry



Land — Mountain Plains

(T: Add {R} or {W}.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

0000 / 1158 P
PRM • EN Chris Ostrowski

Sacred Foundry



Land — Mountain Plains

(T: Add {R} or {W}.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

0000 / 1158 P
PRM • EN Chris Ostrowski

Sacred Foundry



Land — Mountain Plains

(T: Add {R} or {W}.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

0000 / 1158 P
PRM • EN Chris Ostrowski

Sacred Foundry



Land — Mountain Plains

(T: Add {R} or {W}.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

0000 / 1158 P
PRM • EN Chris Ostrowski

Sacred Foundry



Land — Mountain Plains

(T: Add {R} or {W}.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

0000 / 1158 P
PRM • EN Chris Ostrowski

Sacred Foundry



Land — Mountain Plains

(T: Add {R} or {W}.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

0000 / 1158 P
PRM • EN Chris Ostrowski

Sacred Foundry



Land — Mountain Plains

(T: Add {R} or {W}.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

0000 / 1158 P
PRM • EN Chris Ostrowski