
Urza's Tower
Land — Urza's Tower
{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.
Urza studied the creations of the Thran not simply to learn from them, but to surpass them.
372 R
2XM • EN
Mark Tedin
™ & © 2020 Wizards of the Coast


Urza's Tower
Land — Urza's Tower
{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.
Urza studied the creations of the Thran not simply to learn from them, but to surpass them.
372 R
2XM • EN
Mark Tedin
™ & © 2020 Wizards of the Coast


Urza's Tower
Land — Urza's Tower
{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.
Urza studied the creations of the Thran not simply to learn from them, but to surpass them.
372 R
2XM • EN
Mark Tedin
™ & © 2020 Wizards of the Coast


Urza's Tower
Land — Urza's Tower
{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.
Urza studied the creations of the Thran not simply to learn from them, but to surpass them.
372 R
2XM • EN
Mark Tedin
™ & © 2020 Wizards of the Coast