Bonders' Enclave



Land

{T}: Add {C}.

{3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater.

There is a sanctuary that reveals itself only to those graced by the eludha*—the mystical connection between bonder and monster.*

R 0274
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Bonders' Enclave

Land

{T}: Add {C}.

{3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater.

There is a sanctuary that reveals itself only to those graced by the eludha*—the mystical connection between bonder and monster.*

R 0274
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Bonders' Enclave

Land

{T}: Add {C}.

{3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater.

There is a sanctuary that reveals itself only to those graced by the eludha*—the mystical connection between bonder and monster.*

R 0274
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Bonders' Enclave

Land

{T}: Add {C}.

{3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater.

There is a sanctuary that reveals itself only to those graced by the eludha*—the mystical connection between bonder and monster.*

R 0274
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast