Barad-dûr



Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr



Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr



Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr



Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast

Barad-dûr

Legendary Land

Barad-dûr enters the battlefield tapped unless you control a legendary creature.

{T}: Add {B}.

{X}{X}{B}, {T}: Amass Orcs X. Activate only if a creature died this turn.

"Those who pass the gates of Barad-dûr do not return."
—Gandalf

R 0704
LTR • EN ✒ Sean Vo

© MEE
™ & © 2023 Wizards of the Coast