Nearby Planet



Land

Rangeling *(This card is every land type, including Plains, Island, Swamp, Mountain, Forest, Desert, Gate, Lair, Locus, and all those Urza's ones.)*

Nearby Planet enters the battlefield tapped.

When Nearby Planet enters the battlefield, sacrifice it unless you pay {1}.

"Here's a nice place we haven't hit yet."
—Captain Rex Nebula

198/244 C
UNF • EN Bruce Brenneise

™ & © 2022 Wizards of the Coast

Nearby Planet

Land

Rangeling *(This card is every land type, including Plains, Island, Swamp, Mountain, Forest, Desert, Gate, Lair, Locus, and all those Urza's ones.)*

Nearby Planet enters the battlefield tapped.

When Nearby Planet enters the battlefield, sacrifice it unless you pay {1}.

"Here's a nice place we haven't hit yet."
—Captain Rex Nebula

198/244 C
UNF • EN Bruce Brenneise

™ & © 2022 Wizards of the Coast

Nearby Planet

Land

Rangeling *(This card is every land type, including Plains, Island, Swamp, Mountain, Forest, Desert, Gate, Lair, Locus, and all those Urza's ones.)*

Nearby Planet enters the battlefield tapped.

When Nearby Planet enters the battlefield, sacrifice it unless you pay {1}.

"Here's a nice place we haven't hit yet."
—Captain Rex Nebula

198/244 C
UNF • EN Bruce Brenneise

™ & © 2022 Wizards of the Coast

Nearby Planet



Land

Rangeling *(This card is every land type, including Plains, Island, Swamp, Mountain, Forest, Desert, Gate, Lair, Locus, and all those Urza's ones.)*

Nearby Planet enters the battlefield tapped.

When Nearby Planet enters the battlefield, sacrifice it unless you pay {1}.

"Here's a nice place we haven't hit yet."
—Captain Rex Nebula

198/244 C
UNF • EN Bruce Brenneise

™ & © 2022 Wizards of the Coast