Sundown Pass



Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass



Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass



Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass



Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast

Sundown Pass

Land

Sundown Pass enters the battlefield tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

Riders chase the fading light recklessly through the mountains, desperate for one last glimpse of day.

266/277 R
VOW★ EN
Muhammad Firdaus
™ & © 2021 Wizards of the Coast