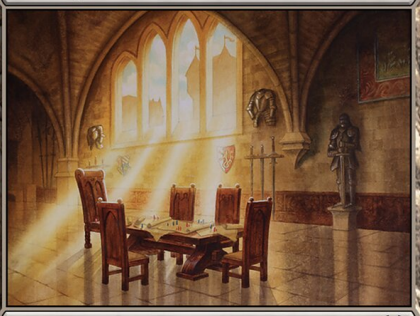
War Room



Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

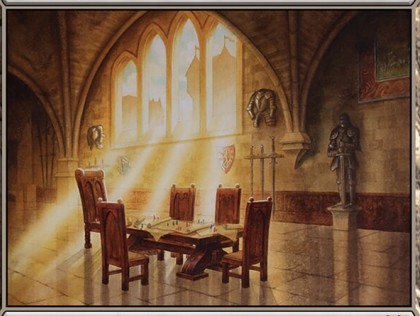
3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room



Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

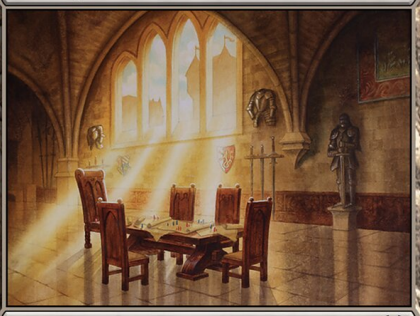
3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room



Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

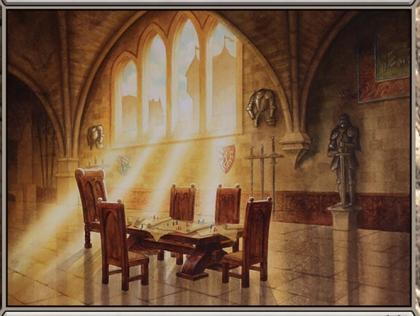
3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room



Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast

War Room

Land

{T}: Add {C}.

3, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 1054
CMM • EN ✒ Milivoj Ćeran

™ & © 2023 Wizards of the Coast