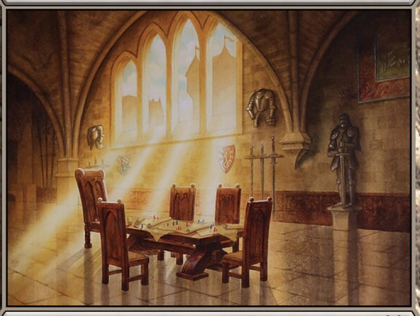
War Room



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.

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