
Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast


Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast


Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast


Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast

Spire Garden
Land
Spire Garden enters the battlefield tapped unless you have two or more opponents.
: Add or .
The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.
361/361 R
CLB • EN
Alexander Forssberg
™ & © 2022 Wizards of the Coast