Tazri, Stalwart Survivor 2



Legendary Creature — Human Warrior

Each creature you control has ": Add one mana of any of this creature's colors. Spend this mana only to activate an ability of a creature. Activate only if this creature has another activated ability."

, : Mill five cards. Put all creature cards with activated abilities that aren't mana abilities from among the milled cards into your hand.

3/3

R 0154
MAT • EN ✍ Manuel Castañón

™ & © 2023 Wizards of the Coast

Tazri, Stalwart Survivor 2

Legendary Creature — Human Warrior

Each creature you control has "Add one mana of any of this creature's colors. Spend this mana only to activate an ability of a creature. Activate only if this creature has another activated ability."

, : Mill five cards. Put all creature cards with activated abilities that aren't mana abilities from among the milled cards into your hand.

3/3

R 0154
MAT • EN ✍ Manuel Castañón

™ & © 2023 Wizards of the Coast

Tazri, Stalwart Survivor 2

Legendary Creature — Human Warrior

Each creature you control has "Add one mana of any of this creature's colors. Spend this mana only to activate an ability of a creature. Activate only if this creature has another activated ability."

, : Mill five cards. Put all creature cards with activated abilities that aren't mana abilities from among the milled cards into your hand.

3/3

R 0154
MAT • EN ✍ Manuel Castañón

™ & © 2023 Wizards of the Coast

Tazri, Stalwart Survivor 2

Legendary Creature — Human Warrior

Each creature you control has "Add one mana of any of this creature's colors. Spend this mana only to activate an ability of a creature. Activate only if this creature has another activated ability."

, : Mill five cards. Put all creature cards with activated abilities that aren't mana abilities from among the milled cards into your hand.

3/3

R 0154
MAT • EN ✍ Manuel Castañón

™ & © 2023 Wizards of the Coast

Tazri, Stalwart Survivor 2

Legendary Creature — Human Warrior

Each creature you control has "Add one mana of any of this creature's colors. Spend this mana only to activate an ability of a creature. Activate only if this creature has another activated ability."

, : Mill five cards. Put all creature cards with activated abilities that aren't mana abilities from among the milled cards into your hand.

3/3

R 0154
MAT • EN ✍ Manuel Castañón

™ & © 2023 Wizards of the Coast

Tazri, Stalwart Survivor 2

Legendary Creature — Human Warrior

Each creature you control has "Add one mana of any of this creature's colors. Spend this mana only to activate an ability of a creature. Activate only if this creature has another activated ability."

, : Mill five cards. Put all creature cards with activated abilities that aren't mana abilities from among the milled cards into your hand.

3/3

R 0154
MAT • EN ✍ Manuel Castañón

™ & © 2023 Wizards of the Coast

Tazri, Stalwart Survivor 2

Legendary Creature — Human Warrior

Each creature you control has "Add one mana of any of this creature's colors. Spend this mana only to activate an ability of a creature. Activate only if this creature has another activated ability."

, : Mill five cards. Put all creature cards with activated abilities that aren't mana abilities from among the milled cards into your hand.

3/3

R 0154
MAT • EN ✍ Manuel Castañón

™ & © 2023 Wizards of the Coast

Tazri, Stalwart Survivor 2

Legendary Creature — Human Warrior

Each creature you control has "Add one mana of any of this creature's colors. Spend this mana only to activate an ability of a creature. Activate only if this creature has another activated ability."

, : Mill five cards. Put all creature cards with activated abilities that aren't mana abilities from among the milled cards into your hand.

3/3

R 0154
MAT • EN ✍ Manuel Castañón

™ & © 2023 Wizards of the Coast

Tazri, Stalwart Survivor 2

Legendary Creature — Human Warrior

Each creature you control has "Add one mana of any of this creature's colors. Spend this mana only to activate an ability of a creature. Activate only if this creature has another activated ability."

, : Mill five cards. Put all creature cards with activated abilities that aren't mana abilities from among the milled cards into your hand.

3/3

R 0154
MAT • EN ✍ Manuel Castañón

™ & © 2023 Wizards of the Coast