Blood Sun 2R



Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R



Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R



Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R



Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast

Blood Sun 2R

Enchantment

When Blood Sun enters the battlefield, draw a card.

All lands lose all abilities except mana abilities.

As the struggle raged for control of the Immortal Sun, the world grew dark under a blood-red sky.

092/196 R
RIX • EN ✍ Emrah Elmasli

™ & © 2018 Wizards of the Coast