City of Brass



Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass



Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass



Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass



Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

: Add one mana of any color to your mana pool.

"Enter this palace-gate and ask the news
Of greatness fallen into dust and clay."
—The Arabian Nights, *trans. Burton*

Illus. Mark Tedin

™ & © 1993–2001 Wizards of the Coast, Inc.