## Conduit Pylons



Land — Desert

When Conduit Pylons enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

*The newly constructed relays harness the desert sun, bringing power to settlers across the plane.*

C 0254
OTJ • EN Raymond Bonilla

™ & © 2024 Wizards of the Coast


## Conduit Pylons

Land — Desert

When Conduit Pylons enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

*The newly constructed relays harness the desert sun, bringing power to settlers across the plane.*

C 0254
OTJ • EN Raymond Bonilla

™ & © 2024 Wizards of the Coast



## Conduit Pylons

Land — Desert

When Conduit Pylons enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

*The newly constructed relays harness the desert sun, bringing power to settlers across the plane.*

C 0254
OTJ • EN Raymond Bonilla

™ & © 2024 Wizards of the Coast



## Conduit Pylons

Land — Desert

When Conduit Pylons enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

*The newly constructed relays harness the desert sun, bringing power to settlers across the plane.*

C 0254
OTJ • EN Raymond Bonilla

™ & © 2024 Wizards of the Coast



## Conduit Pylons

Land — Desert

When Conduit Pylons enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

*The newly constructed relays harness the desert sun, bringing power to settlers across the plane.*

C 0254
OTJ • EN Raymond Bonilla

™ & © 2024 Wizards of the Coast



## Conduit Pylons

Land — Desert

When Conduit Pylons enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

*The newly constructed relays harness the desert sun, bringing power to settlers across the plane.*

C 0254
OTJ • EN Raymond Bonilla

™ & © 2024 Wizards of the Coast



## Conduit Pylons

Land — Desert

When Conduit Pylons enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

*The newly constructed relays harness the desert sun, bringing power to settlers across the plane.*

C 0254
OTJ • EN Raymond Bonilla

™ & © 2024 Wizards of the Coast



## Conduit Pylons

Land — Desert

When Conduit Pylons enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

*The newly constructed relays harness the desert sun, bringing power to settlers across the plane.*

C 0254
OTJ • EN Raymond Bonilla

™ & © 2024 Wizards of the Coast



## Conduit Pylons

Land — Desert

When Conduit Pylons enters the battlefield, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

*The newly constructed relays harness the desert sun, bringing power to settlers across the plane.*

C 0254
OTJ • EN Raymond Bonilla

™ & © 2024 Wizards of the Coast