Mystic Gate



Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate



Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate



Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate



Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast

Mystic Gate

Land

{T}: Add {C}.
{T}, {C}: Add {C}{C}, {C}{U}, or {U}{U}.

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

R 1013
CMM • EN ✍ Fred Fields
™ & © 2023 Wizards of the Coast