
Isengard, Saruman's Fortress
Boseiju, Who Shelters All
Legendary Land
Isengard, Saruman's Fortress enters the battlefield tapped.
, Pay 2 life: Add . If that mana is spent on an instant or sorcery spell, that spell can't be countered.
Grey ruins falling into darkness, even with sunlight still shining in the sky.
M 0389
LTC ★ EN
Jeremy Paillotin
© MEE
™ & © 2023 Wizards of the Coast


Isengard, Saruman's Fortress
Boseiju, Who Shelters All
Legendary Land
Isengard, Saruman's Fortress enters the battlefield tapped.
, Pay 2 life: Add . If that mana is spent on an instant or sorcery spell, that spell can't be countered.
Grey ruins falling into darkness, even with sunlight still shining in the sky.
M 0389
LTC ★ EN
Jeremy Paillotin
© MEE
™ & © 2023 Wizards of the Coast


Isengard, Saruman's Fortress
Boseiju, Who Shelters All
Legendary Land
Isengard, Saruman's Fortress enters the battlefield tapped.
, Pay 2 life: Add . If that mana is spent on an instant or sorcery spell, that spell can't be countered.
Grey ruins falling into darkness, even with sunlight still shining in the sky.
M 0389
LTC ★ EN
Jeremy Paillotin
© MEE
™ & © 2023 Wizards of the Coast


Isengard, Saruman's Fortress
Boseiju, Who Shelters All
Legendary Land
Isengard, Saruman's Fortress enters the battlefield tapped.
, Pay 2 life: Add . If that mana is spent on an instant or sorcery spell, that spell can't be countered.
Grey ruins falling into darkness, even with sunlight still shining in the sky.
M 0389
LTC ★ EN
Jeremy Paillotin
© MEE
™ & © 2023 Wizards of the Coast