Savage Lands



Land

Savage Lands enters the battlefield tapped.

{T}: Add {B}, {R}, or {G}.

Jund is a world as cruel as those who call it home. Their brutal struggles scar the land even as it carves them in its image, a vicious circle spiraling out of control.

U 1025
CMM • EN John Avon

™ & © 2023 Wizards of the Coast

Savage Lands

Land

Savage Lands enters the battlefield tapped.

{T}: Add {B}, {R}, or {G}.

Jund is a world as cruel as those who call it home. Their brutal struggles scar the land even as it carves them in its image, a vicious circle spiraling out of control.

U 1025
CMM • EN John Avon

™ & © 2023 Wizards of the Coast

Savage Lands

Land

Savage Lands enters the battlefield tapped.

{T}: Add {B}, {R}, or {G}.

Jund is a world as cruel as those who call it home. Their brutal struggles scar the land even as it carves them in its image, a vicious circle spiraling out of control.

U 1025
CMM • EN John Avon

™ & © 2023 Wizards of the Coast

Savage Lands

Land

Savage Lands enters the battlefield tapped.

{T}: Add {B}, {R}, or {G}.

Jund is a world as cruel as those who call it home. Their brutal struggles scar the land even as it carves them in its image, a vicious circle spiraling out of control.

U 1025
CMM • EN John Avon

™ & © 2023 Wizards of the Coast

Savage Lands



Land

Savage Lands enters the battlefield tapped.

{T}: Add {B}, {R}, or {G}.

Jund is a world as cruel as those who call it home. Their brutal struggles scar the land even as it carves them in its image, a vicious circle spiraling out of control.

U 1025
CMM • EN John Avon

™ & © 2023 Wizards of the Coast