

Command Tower



Land



☞: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

— Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC 8/8 Judge

Command Tower



Land



☞: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

— Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC 8/8 Judge

Command Tower



Land



☞: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

— Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC 8/8 Judge

Command Tower



Land



☞: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

— Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC 8/8 Judge

Command Tower



Land



☞: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

— Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC 8/8 Judge

Command Tower



Land



☞: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

— Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC 8/8 Judge

Command Tower



Land



☞: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

— Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC 8/8 Judge

Command Tower



Land



☞: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

— Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC 8/8 Judge

Command Tower



Land



☞: Add to your mana pool one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

— Ryan Yee

™ & © 1993–2012 Wizards of the Coast LLC 8/8 Judge