Ba Sing Se



Land

This land enters tapped unless you control a basic land.

{T}: Add {G}.

{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

R 0266
TLA ★ EN
Andreas Rocha

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Ba Sing Se

Land

This land enters tapped unless you control a basic land.

{T}: Add {G}.

{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

R 0266
TLA ★ EN
Andreas Rocha

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Ba Sing Se

Land

This land enters tapped unless you control a basic land.

{T}: Add {G}.

{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

R 0266
TLA ★ EN
Andreas Rocha

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Ba Sing Se

Land

This land enters tapped unless you control a basic land.

{T}: Add {G}.

{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

R 0266
TLA ★ EN
Andreas Rocha

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Ba Sing Se

Land

This land enters tapped unless you control a basic land.

{T}: Add {G}.

{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. *(Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)*

R 0266
TLA ★ EN
Andreas Rocha

©2025 Viacom.
™ & © 2025 Wizards of the Coast