Pendelhaven

Legendary Land

{T}: Add {G} to your mana pool.

{T}: Target 1/1 creature gets +1/+2 until end of turn.

The limbs of Pendelhaven extend as far as the meek roam, and reach as high as they strive.

244/249 R
A25 • EN
Philip Straub

™ & © 2018 Wizards of the Coast

Pendelhaven

Legendary Land

{T}: Add {G} to your mana pool.

{T}: Target 1/1 creature gets +1/+2 until end of turn.

The limbs of Pendelhaven extend as far as the meek roam, and reach as high as they strive.

244/249 R
A25 • EN
Philip Straub

™ & © 2018 Wizards of the Coast

Pendelhaven

Legendary Land

{T}: Add {G} to your mana pool.

{T}: Target 1/1 creature gets +1/+2 until end of turn.

The limbs of Pendelhaven extend as far as the meek roam, and reach as high as they strive.

244/249 R
A25 • EN
Philip Straub

™ & © 2018 Wizards of the Coast

Pendelhaven

Legendary Land

{T}: Add {G} to your mana pool.

{T}: Target 1/1 creature gets +1/+2 until end of turn.

The limbs of Pendelhaven extend as far as the meek roam, and reach as high as they strive.

244/249 R
A25 • EN
Philip Straub

™ & © 2018 Wizards of the Coast

Pendelhaven

Legendary Land

{T}: Add {G} to your mana pool.

{T}: Target 1/1 creature gets +1/+2 until end of turn.

The limbs of Pendelhaven extend as far as the meek roam, and reach as high as they strive.

244/249 R
A25 • EN
Philip Straub

™ & © 2018 Wizards of the Coast

Pendelhaven

Legendary Land

{T}: Add {G} to your mana pool.

{T}: Target 1/1 creature gets +1/+2 until end of turn.

The limbs of Pendelhaven extend as far as the meek roam, and reach as high as they strive.

244/249 R
A25 • EN
Philip Straub

™ & © 2018 Wizards of the Coast

Pendelhaven

Legendary Land

{T}: Add {G} to your mana pool.

{T}: Target 1/1 creature gets +1/+2 until end of turn.

The limbs of Pendelhaven extend as far as the meek roam, and reach as high as they strive.

244/249 R
A25 • EN
Philip Straub

™ & © 2018 Wizards of the Coast

Pendelhaven

Legendary Land

{T}: Add {G} to your mana pool.

{T}: Target 1/1 creature gets +1/+2 until end of turn.

The limbs of Pendelhaven extend as far as the meek roam, and reach as high as they strive.

244/249 R
A25 • EN
Philip Straub

™ & © 2018 Wizards of the Coast