Rugged Prairie



Land

{T}: Add {C}.

{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.

Hobs bury their kin far from home. They believe the dry, open ground keeps hags from stealing the bones and gwyllions from stealing the spirits.

423 R
NCC • EN Fred Fields

™ & © 2022 Wizards of the Coast

Rugged Prairie

Land

{T}: Add {C}.

{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.

Hobs bury their kin far from home. They believe the dry, open ground keeps hags from stealing the bones and gwyllions from stealing the spirits.

423 R
NCC • EN Fred Fields

™ & © 2022 Wizards of the Coast

Rugged Prairie

Land

{T}: Add {C}.

{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.

Hobs bury their kin far from home. They believe the dry, open ground keeps hags from stealing the bones and gwyllions from stealing the spirits.

423 R
NCC • EN Fred Fields

™ & © 2022 Wizards of the Coast

Rugged Prairie

Land

{T}: Add {C}.

{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.

Hobs bury their kin far from home. They believe the dry, open ground keeps hags from stealing the bones and gwyllions from stealing the spirits.

423 R
NCC • EN Fred Fields

™ & © 2022 Wizards of the Coast

Rugged Prairie



Land

{T}: Add {C}.

{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.

Hobs bury their kin far from home. They believe the dry, open ground keeps hags from stealing the bones and gwyllions from stealing the spirits.

423 R
NCC • EN Fred Fields

™ & © 2022 Wizards of the Coast