Mobilized District



Land

{T}: Add {C}.

{4}: Mobilized District becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

Sometimes the strongest weapon you can hold in your hand is another hand.

218 R
DMC • EN Jedd Chevrier
™ & © 2022 Wizards of the Coast

Mobilized District

Land

{T}: Add {C}.

{4}: Mobilized District becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

Sometimes the strongest weapon you can hold in your hand is another hand.

218 R
DMC • EN Jedd Chevrier
™ & © 2022 Wizards of the Coast

Mobilized District

Land

{T}: Add {C}.

{4}: Mobilized District becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

Sometimes the strongest weapon you can hold in your hand is another hand.

218 R
DMC • EN Jedd Chevrier
™ & © 2022 Wizards of the Coast

Mobilized District

Land

{T}: Add {C}.

{4}: Mobilized District becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

Sometimes the strongest weapon you can hold in your hand is another hand.

218 R
DMC • EN Jedd Chevrier
™ & © 2022 Wizards of the Coast

Mobilized District

Land

{T}: Add {C}.

{4}: Mobilized District becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

Sometimes the strongest weapon you can hold in your hand is another hand.

218 R
DMC • EN Jedd Chevrier
™ & © 2022 Wizards of the Coast

Mobilized District

Land

{T}: Add {C}.

{4}: Mobilized District becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

Sometimes the strongest weapon you can hold in your hand is another hand.

218 R
DMC • EN Jedd Chevrier
™ & © 2022 Wizards of the Coast

Mobilized District

Land

{T}: Add {C}.

{4}: Mobilized District becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

Sometimes the strongest weapon you can hold in your hand is another hand.

218 R
DMC • EN Jedd Chevrier
™ & © 2022 Wizards of the Coast

Mobilized District

Land

{T}: Add {C}.

{4}: Mobilized District becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

Sometimes the strongest weapon you can hold in your hand is another hand.

218 R
DMC • EN Jedd Chevrier
™ & © 2022 Wizards of the Coast

Mobilized District

Land

{T}: Add {C}.

{4}: Mobilized District becomes a 3/3 Citizen creature with vigilance until end of turn. It's still a land. This ability costs {1} less to activate for each legendary creature and planeswalker you control.

Sometimes the strongest weapon you can hold in your hand is another hand.

218 R
DMC • EN Jedd Chevrier
™ & © 2022 Wizards of the Coast