
Wandering Fumarole
Land
This land enters tapped.
{T}: Add {U} or {R}.
{2}{U}{R}: Until end of turn, this land becomes a 1/4 blue and red Elemental creature with "{0}: Switch this creature's power and toughness until end of turn." It's still a land.
R 0090
EOS • EN
Sam Chivers
™ & © 2025 Wizards of the Coast