
Wandering Fumarole
Land
This land enters tapped.
: Add or .
: Until end of turn, this land becomes a 1/4 blue and red Elemental creature with ": 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


Wandering Fumarole
Land
This land enters tapped.
: Add or .
: Until end of turn, this land becomes a 1/4 blue and red Elemental creature with ": 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


Wandering Fumarole
Land
This land enters tapped.
: Add or .
: Until end of turn, this land becomes a 1/4 blue and red Elemental creature with ": 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


Wandering Fumarole
Land
This land enters tapped.
: Add or .
: Until end of turn, this land becomes a 1/4 blue and red Elemental creature with ": 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