Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast

Restless Vents

Land

Restless Vents enters the battlefield tapped.

{T}: Add {B} or {R}.

{1}{B}{R}: Until end of turn, Restless Vents becomes a 2/3 black and red Insect creature with menace. It's still a land.

Whenever Restless Vents attacks, you may discard a card. If you do, draw a card.

R 0284
LCI • EN Svetlin Velinov

™ & © 2023 Wizards of the Coast