Cultivator's Caravan 3



Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3



Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3



Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3



Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast

Cultivator's Caravan 3

Artifact — Vehicle

{T}: Add one mana of any color.

Crew 3 *(Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)*

5/5

R 0251
FDC • EN Mark Zug

™ & © 2026 Wizards of the Coast