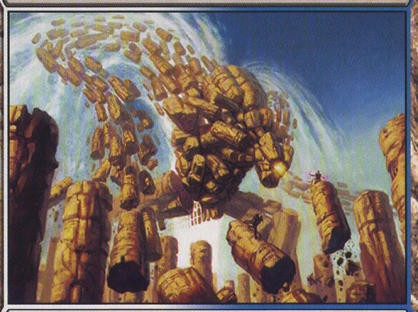
Celestial Colonnade



Land

Celestial Colonnade enters the battlefield tapped.

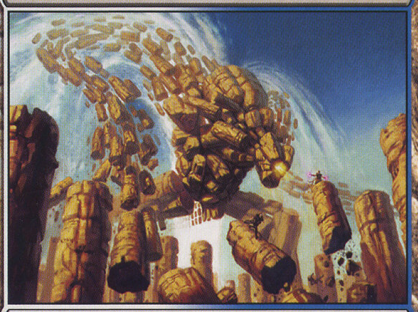
{T}: Add {C} or {U} to your mana pool.

{3}{C}{U}: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 133/145

Celestial Colonnade



Land

Celestial Colonnade enters the battlefield tapped.

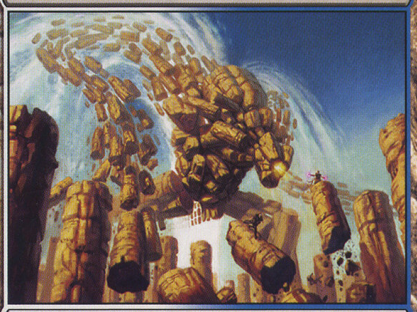
{T}: Add {C} or {U} to your mana pool.

{3}{C}{U}: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 133/145

Celestial Colonnade



Land

Celestial Colonnade enters the battlefield tapped.

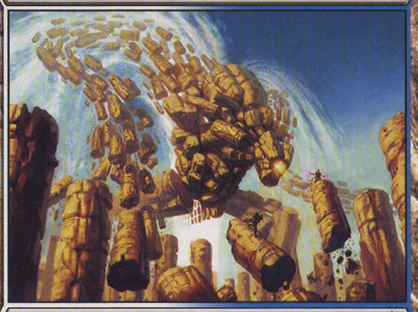
{T}: Add {C} or {U} to your mana pool.

{3}{C}{U}: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 133/145

Celestial Colonnade



Land

Celestial Colonnade enters the battlefield tapped.

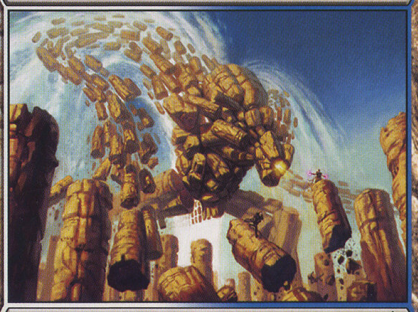
{T}: Add {C} or {U} to your mana pool.

{3}{C}{U}: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 133/145

Celestial Colonnade



Land

Celestial Colonnade enters the battlefield tapped.

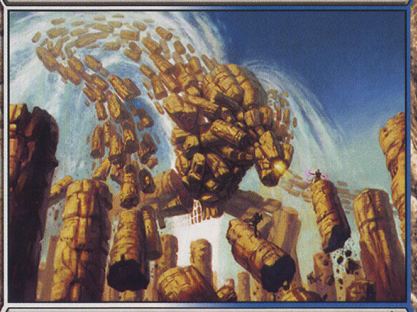
{T}: Add {C} or {U} to your mana pool.

{3}{C}{U}: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 133/145

Celestial Colonnade



Land

Celestial Colonnade enters the battlefield tapped.

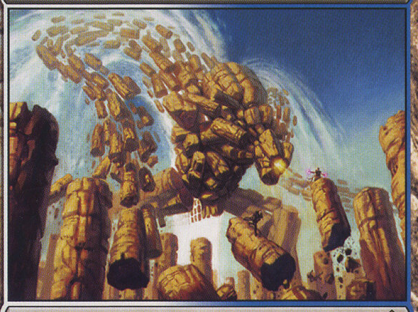
{T}: Add {C} or {U} to your mana pool.

{3}{C}{U}: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 133/145

Celestial Colonnade



Land

Celestial Colonnade enters the battlefield tapped.

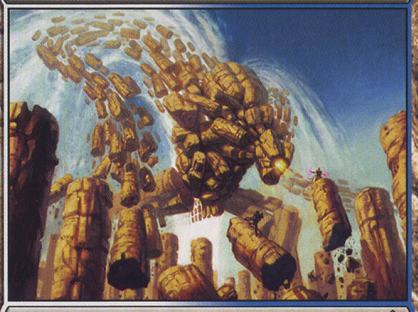
{T}: Add {C} or {U} to your mana pool.

{3}{C}{U}: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 133/145

Celestial Colonnade



Land

Celestial Colonnade enters the battlefield tapped.

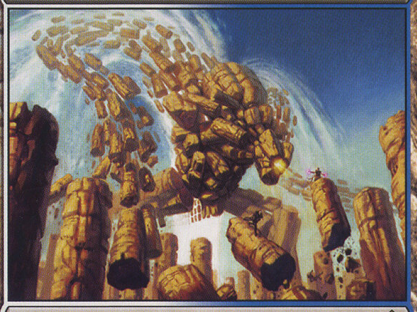
{T}: Add {C} or {U} to your mana pool.

{3}{C}{U}: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 133/145

Celestial Colonnade



Land

Celestial Colonnade enters the battlefield tapped.

{T}: Add {C} or {U} to your mana pool.

{3}{C}{U}: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 133/145