Hall of Echoes



Land

{T}: Add {C}.

{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

The tunnels below Hexhaven murmur with ripples of first breaths.

R 0179
FRA • EN ✍ Leon Tukker

™ & © 2026 Wizards of the Coast

Hall of Echoes

Land

{T}: Add {C}.

{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

The tunnels below Hexhaven murmur with ripples of first breaths.

R 0179
FRA • EN ✍ Leon Tukker

™ & © 2026 Wizards of the Coast

Hall of Echoes

Land

{T}: Add {C}.

{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

The tunnels below Hexhaven murmur with ripples of first breaths.

R 0179
FRA • EN ✍ Leon Tukker

™ & © 2026 Wizards of the Coast

Hall of Echoes

Land

{T}: Add {C}.

{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

The tunnels below Hexhaven murmur with ripples of first breaths.

R 0179
FRA • EN ✍ Leon Tukker

™ & © 2026 Wizards of the Coast

Hall of Echoes

Land

{T}: Add {C}.

{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

The tunnels below Hexhaven murmur with ripples of first breaths.

R 0179
FRA • EN ✍ Leon Tukker

™ & © 2026 Wizards of the Coast

Hall of Echoes

Land

{T}: Add {C}.

{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

The tunnels below Hexhaven murmur with ripples of first breaths.

R 0179
FRA • EN ✍ Leon Tukker

™ & © 2026 Wizards of the Coast

Hall of Echoes

Land

{T}: Add {C}.

{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

The tunnels below Hexhaven murmur with ripples of first breaths.

R 0179
FRA • EN ✍ Leon Tukker

™ & © 2026 Wizards of the Coast

Hall of Echoes

Land

{T}: Add {C}.

{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

The tunnels below Hexhaven murmur with ripples of first breaths.

R 0179
FRA • EN ✍ Leon Tukker

™ & © 2026 Wizards of the Coast

Hall of Echoes

Land

{T}: Add {C}.

{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

The tunnels below Hexhaven murmur with ripples of first breaths.

R 0179
FRA • EN ✍ Leon Tukker

™ & © 2026 Wizards of the Coast