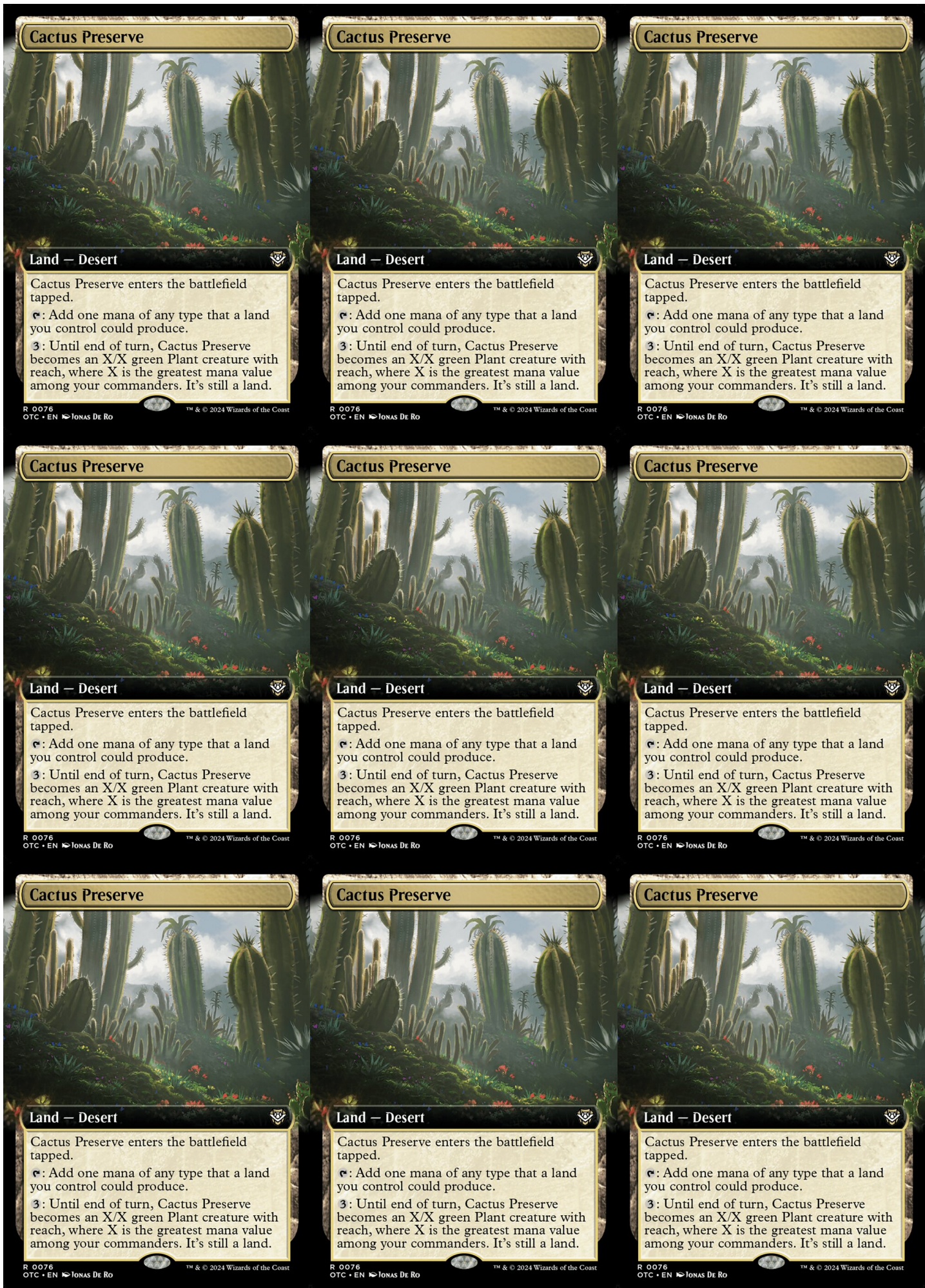




Cactus Preserve

Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve

Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve

Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve

Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve

Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve

Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve

Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve

Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve

Land — Desert

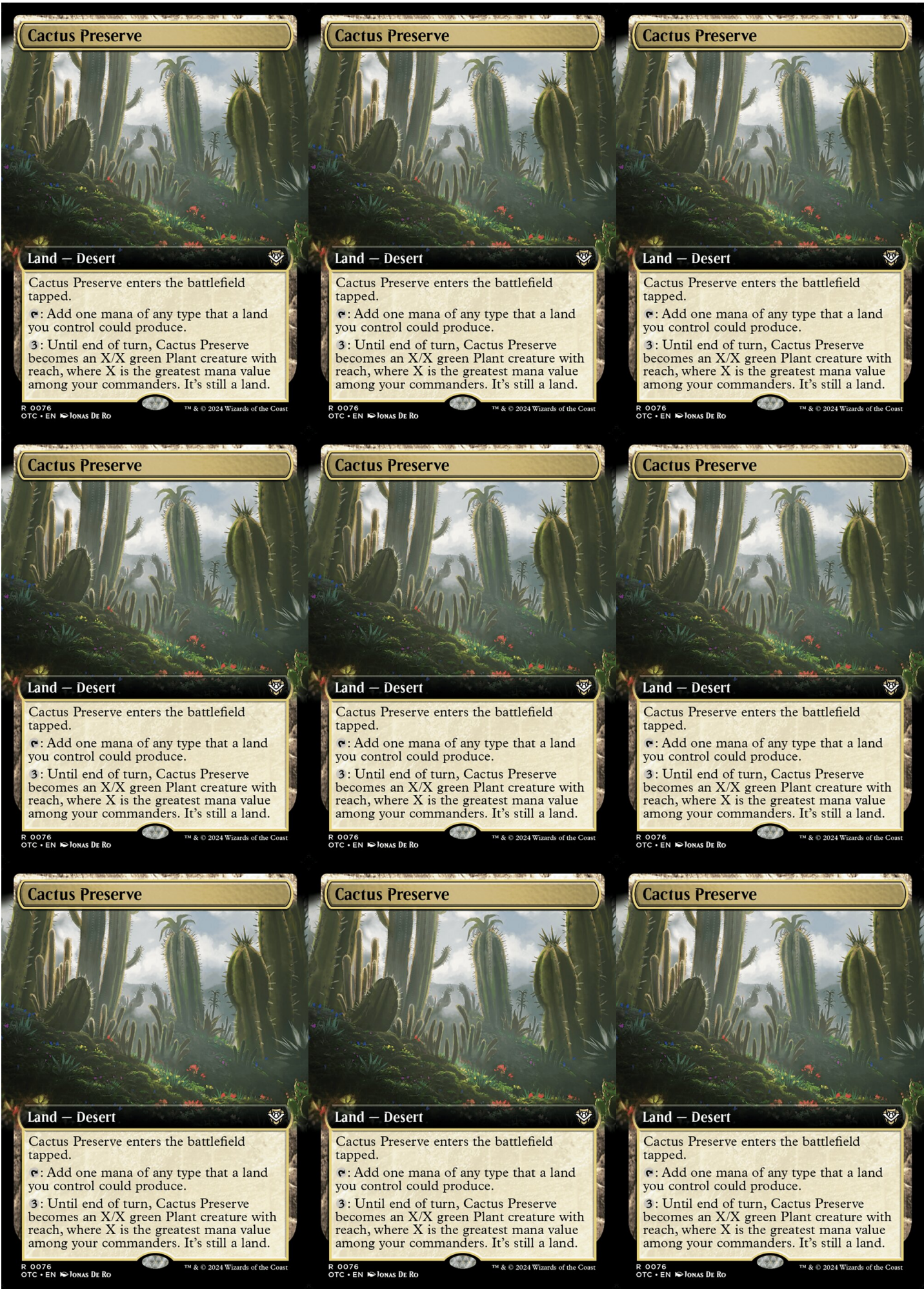
Cactus Preserve enters the battlefield tapped.

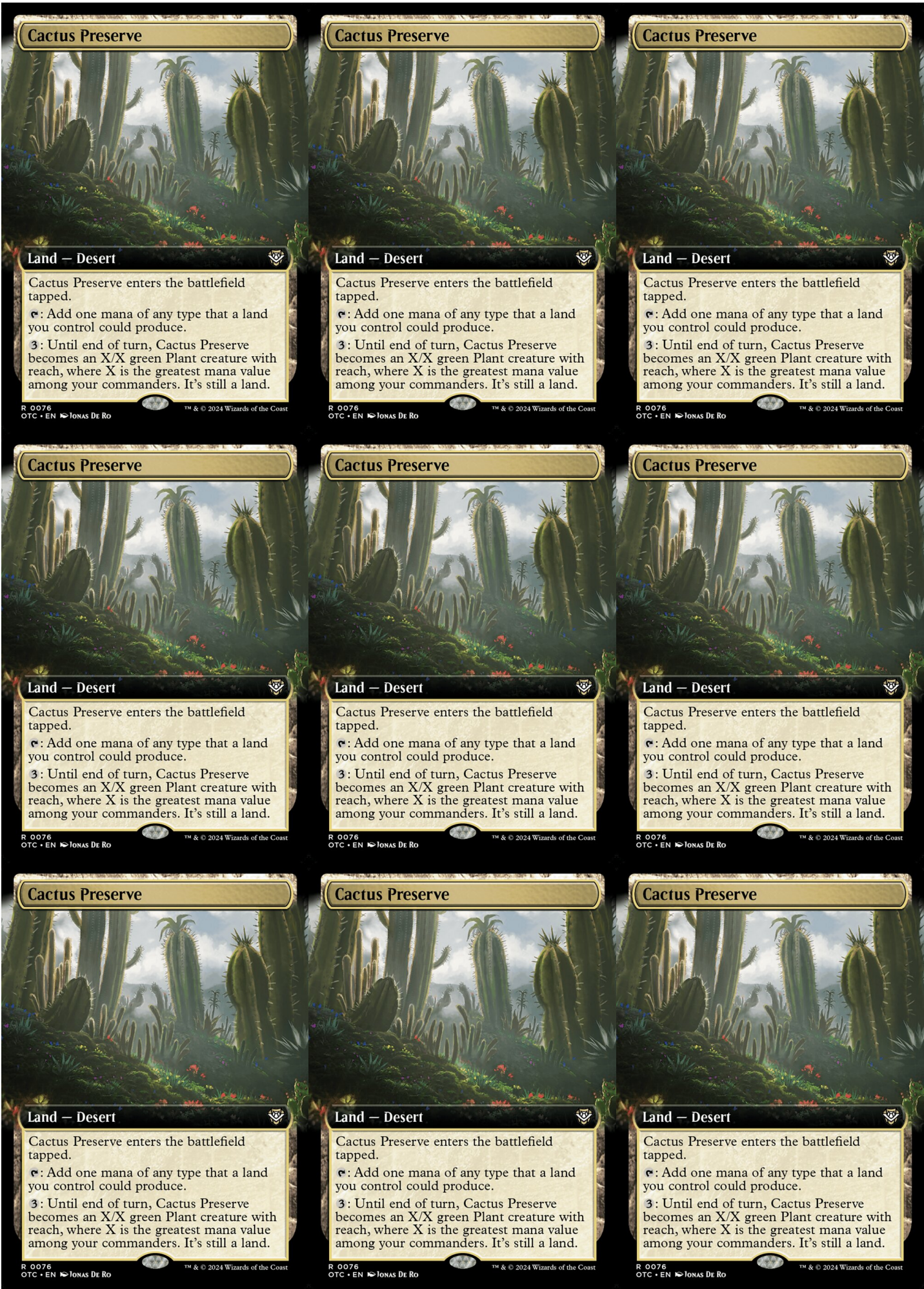
☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast





Cactus Preserve



Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve



Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve



Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve



Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve



Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve



Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve



Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve



Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast

Cactus Preserve



Land — Desert

Cactus Preserve enters the battlefield tapped.

☾: Add one mana of any type that a land you control could produce.

3: Until end of turn, Cactus Preserve becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

R 0076
OTC • EN • IONAS DE RO

™ & © 2024 Wizards of the Coast