Baldur's Gate Wilderness

Crash Landing
Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

Goblin Camp
Create a Treasure token.

Emerald Grove
Create a 2/2 white Knight creature token.

Auntie's Teahouse
Scry 3.

Defiled Temple
You may sacrifice a permanent. If you do, draw a card.

Mountain Pass
You may put a land card from your hand onto the battlefield.

Ebonlake Grotto
Create two 1/1 blue Faerie Dragon creature tokens with flying.

Grymforge
For each opponent, goad up to one target creature that player controls.

Githyanki Crèche
Distribute three +1/+1 counters among up to three target creatures you control.

Last Light Inn
Draw two cards.

Reithwin Tollhouse
Roll 2d4 and create that many Treasure tokens.

Moonrise Towers
Instant and sorcery spells you cast this turn cost 3 less to cast.

Gauntlet of Shar
Each opponent loses 5 life.

Balthazar's Lab
Return up to two target creature cards from your graveyard to your hand.

Circus of the Last Days
Create a token that's a copy of one of your commanders, except it's not legendary.

Undercity Ruins
Create three 4/1 black Skeleton creature tokens with menace.

Steel Watch Foundry
You get an emblem with "Creatures you control get +2/+2 and have trample."

Ansur's Sanctum
Reveal the top four cards of your library and put them into your hand. Each opponent loses life equal to those cards' total mana value.

Temple of Bhaal
Creatures your opponents control get -5/-5 until end of turn.

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READ THESE RULES ALOUD TO EVERYONE AT THE TABLE.

SET UP

Distribute one Collector Booster and three Draft Boosters of *Commander Legends: Battle for Baldur's Gate*™ to each player. After reading these rules, flip this card over and place it at the center of the table so it's clearly visible.

DRAFT & PLAY

Each player opens their Collector Booster, looks at the cards, and adds them to their own card pool without drafting those cards. Then draft using the Draft Boosters with normal Commander Draft rules. Don't forget to draft two cards at a time!

During the game, players who take the initiative get to venture into Baldur's Gate (see other side) instead of the Undercity.

MAGIC THE GATHERING | COMMANDER LEGENDS DUNGEONS & DRAGONS BATTLE FOR BALDUR'S GATE

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