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# Tribal lands

*Magic Arcana*  
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When the *Onslaught* development process began, there were only three tribal lands in the set: **Goblin Burrows**, **Riptide Laboratory**, and **Wirewood Lodge**. All three were rare. After another cycle of lands were cut from the set, R&D decided to create five more tribal lands to reinforce the importance of creature types in the set.

Now each major race has a corresponding land, some of which are rare and some of which are uncommon. Some are more powerful than others, so try them out and see which ones you like.

- **Goblin Burrows** - Goblins
- **Contested Cliffs** - Beasts
- **Wirewood Lodge** - Elves
- **Starlit Sanctum** - Clerics
- **Daru Encampment** - Soldiers
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