Drowned Catacomb



Land

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

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

None can tell how many vessels are tangled up on the sea floor—or how much treasure remains unclaimed.

253/279 R
XLN • EN Jung Park

™ & © 2017 Wizards of the Coast

Drowned Catacomb

Land

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

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

None can tell how many vessels are tangled up on the sea floor—or how much treasure remains unclaimed.

253/279 R
XLN • EN Jung Park

™ & © 2017 Wizards of the Coast

Drowned Catacomb

Land

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

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

None can tell how many vessels are tangled up on the sea floor—or how much treasure remains unclaimed.

253/279 R
XLN • EN Jung Park

™ & © 2017 Wizards of the Coast

Drowned Catacomb

Land

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

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

None can tell how many vessels are tangled up on the sea floor—or how much treasure remains unclaimed.

253/279 R
XLN • EN Jung Park

™ & © 2017 Wizards of the Coast

Drowned Catacomb

Land

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

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

None can tell how many vessels are tangled up on the sea floor—or how much treasure remains unclaimed.

253/279 R
XLN • EN Jung Park

™ & © 2017 Wizards of the Coast

Drowned Catacomb

Land

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

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

None can tell how many vessels are tangled up on the sea floor—or how much treasure remains unclaimed.

253/279 R
XLN • EN Jung Park

™ & © 2017 Wizards of the Coast

Drowned Catacomb

Land

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

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

None can tell how many vessels are tangled up on the sea floor—or how much treasure remains unclaimed.

253/279 R
XLN • EN Jung Park

™ & © 2017 Wizards of the Coast

Drowned Catacomb

Land

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

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

None can tell how many vessels are tangled up on the sea floor—or how much treasure remains unclaimed.

253/279 R
XLN • EN Jung Park

™ & © 2017 Wizards of the Coast

Drowned Catacomb

Land

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

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

None can tell how many vessels are tangled up on the sea floor—or how much treasure remains unclaimed.

253/279 R
XLN • EN Jung Park

™ & © 2017 Wizards of the Coast