Zagoth Triome



Land — Swamp Forest Island

(T: Add {B}, {G}, or {U}.)
Zagoth Triome enters the battlefield tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN ✒ Eytan Zana
™ & © 2020 Wizards of the Coast

Zagoth Triome

Land — Swamp Forest Island

(T: Add {B}, {G}, or {U}.)
Zagoth Triome enters the battlefield tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN ✒ Eytan Zana
™ & © 2020 Wizards of the Coast

Zagoth Triome

Land — Swamp Forest Island

(T: Add {B}, {G}, or {U}.)
Zagoth Triome enters the battlefield tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN ✒ Eytan Zana
™ & © 2020 Wizards of the Coast

Zagoth Triome



Land — Swamp Forest Island

(T: Add {B}, {G}, or {U}.)
Zagoth Triome enters the battlefield tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN ✒ Eytan Zana
™ & © 2020 Wizards of the Coast

Zagoth Triome

Land — Swamp Forest Island

(T: Add {B}, {G}, or {U}.)
Zagoth Triome enters the battlefield tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN ✒ Eytan Zana
™ & © 2020 Wizards of the Coast

Zagoth Triome

Land — Swamp Forest Island

(T: Add {B}, {G}, or {U}.)
Zagoth Triome enters the battlefield tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN ✒ Eytan Zana
™ & © 2020 Wizards of the Coast

Zagoth Triome



Land — Swamp Forest Island

(T: Add {B}, {G}, or {U}.)
Zagoth Triome enters the battlefield tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN ✒ Eytan Zana
™ & © 2020 Wizards of the Coast

Zagoth Triome

Land — Swamp Forest Island

(T: Add {B}, {G}, or {U}.)
Zagoth Triome enters the battlefield tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN ✒ Eytan Zana
™ & © 2020 Wizards of the Coast

Zagoth Triome

Land — Swamp Forest Island

(T: Add {B}, {G}, or {U}.)
Zagoth Triome enters the battlefield tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN ✒ Eytan Zana
™ & © 2020 Wizards of the Coast