Drowned Catacomb



Land

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

{T}: Add {U} or {B}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 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}.

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

R 0290
OTC • EN ✍ Jung Park

™ & © 2024 Wizards of the Coast