Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent



Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast

Shambling Vent

Land

Shambling Vent enters the battlefield tapped.

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

{1}{C}{B}: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

914 R
CLB • EN Jung Park

™ & © 2022 Wizards of the Coast