Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

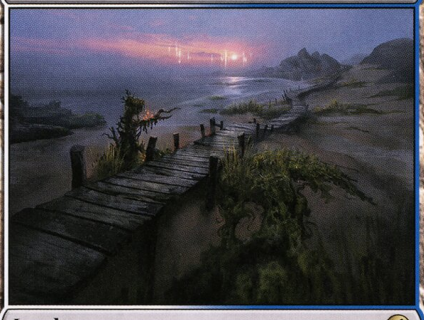
{T}: Add {C} or {B}.

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

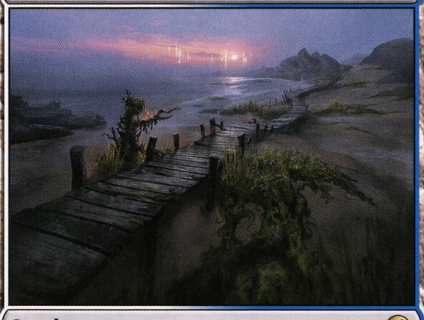
{T}: Add {C} or {B}.

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

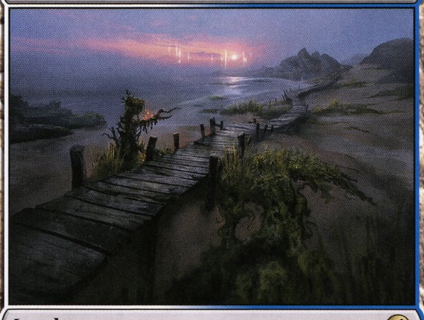
{T}: Add {C} or {B}.

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

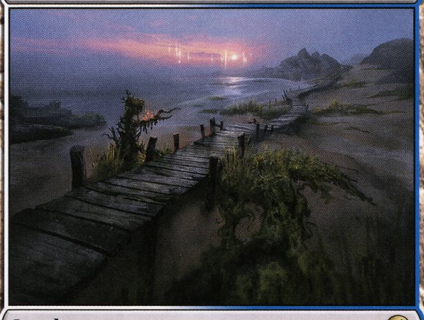
{T}: Add {C} or {B}.

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

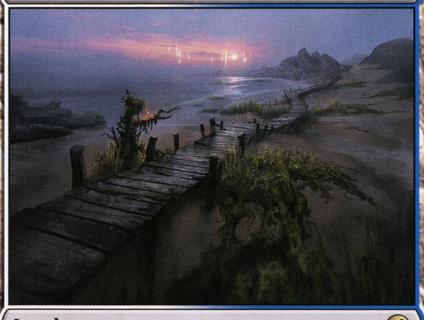
{T}: Add {C} or {B}.

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

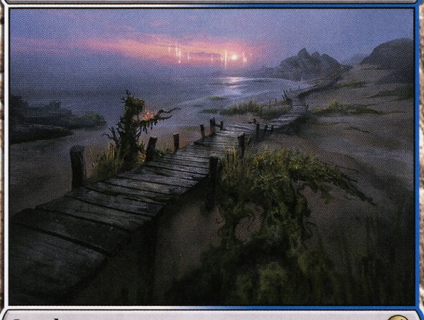
{T}: Add {C} or {B}.

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

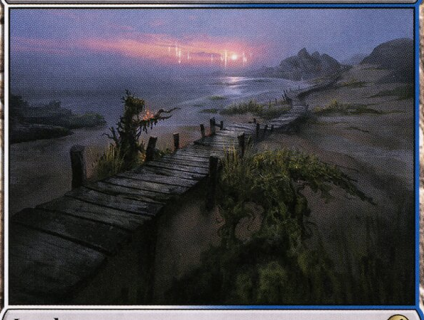
{T}: Add {C} or {B}.

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

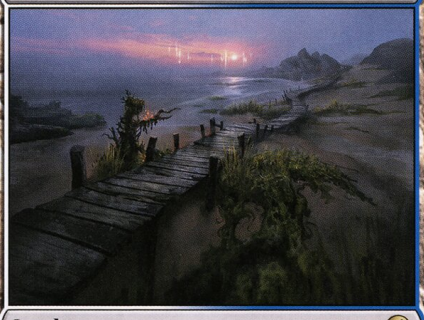
{T}: Add {C} or {B}.

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach



Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast

Deserted Beach

Land

Deserted Beach enters the battlefield tapped unless you control two or more other lands.

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

Drownyard floods and unnatural frost made the once peaceful boardwalk deceptively treacherous.

260/277 R
MID • EN Ionas De Ro

™ & © 2021 Wizards of the Coast