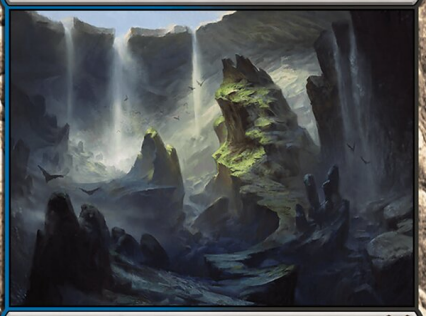
Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

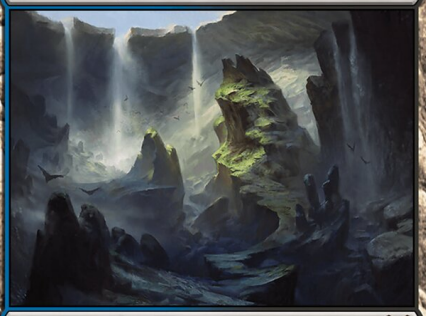
Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

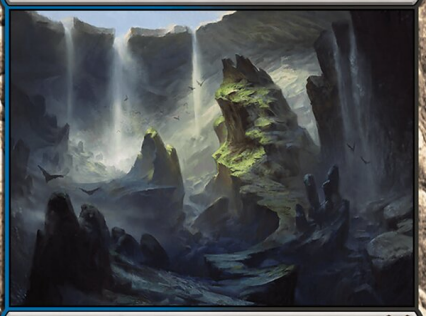
Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

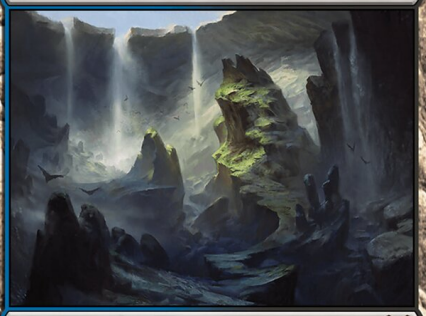
Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow



Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast

Sunken Hollow

Land — Island Swamp

(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

R 0168
WOC • EN Adam Paquette

™ & © 2023 Wizards of the Coast