

Meandering River



Land



Meandering River enters the battlefield tapped.

☞: Add * or .

The river split into many channels as it flowed to the Halimar Sea. Few travelers could follow the same one twice.

265/307 U
C18 • EN • CLIFF CHILDS

TM & © 2018 Wizards of the Coast

Meandering River



Land



Meandering River enters the battlefield tapped.

☞: Add * or .

The river split into many channels as it flowed to the Halimar Sea. Few travelers could follow the same one twice.

265/307 U
C18 • EN • CLIFF CHILDS

TM & © 2018 Wizards of the Coast

Meandering River



Land



Meandering River enters the battlefield tapped.

☞: Add * or .

The river split into many channels as it flowed to the Halimar Sea. Few travelers could follow the same one twice.

265/307 U
C18 • EN • CLIFF CHILDS

TM & © 2018 Wizards of the Coast

Meandering River



Land



Meandering River enters the battlefield tapped.

☞: Add * or .

The river split into many channels as it flowed to the Halimar Sea. Few travelers could follow the same one twice.

265/307 U
C18 • EN • CLIFF CHILDS

TM & © 2018 Wizards of the Coast

Meandering River



Land



Meandering River enters the battlefield tapped.

☞: Add * or .

The river split into many channels as it flowed to the Halimar Sea. Few travelers could follow the same one twice.

265/307 U
C18 • EN • CLIFF CHILDS

TM & © 2018 Wizards of the Coast

Meandering River



Land



Meandering River enters the battlefield tapped.

☞: Add * or .

The river split into many channels as it flowed to the Halimar Sea. Few travelers could follow the same one twice.

265/307 U
C18 • EN • CLIFF CHILDS

TM & © 2018 Wizards of the Coast

Meandering River



Land



Meandering River enters the battlefield tapped.

☞: Add * or .

The river split into many channels as it flowed to the Halimar Sea. Few travelers could follow the same one twice.

265/307 U
C18 • EN • CLIFF CHILDS

TM & © 2018 Wizards of the Coast

Meandering River



Land



Meandering River enters the battlefield tapped.

☞: Add * or .

The river split into many channels as it flowed to the Halimar Sea. Few travelers could follow the same one twice.

265/307 U
C18 • EN • CLIFF CHILDS

TM & © 2018 Wizards of the Coast

Meandering River



Land



Meandering River enters the battlefield tapped.

☞: Add * or .

The river split into many channels as it flowed to the Halimar Sea. Few travelers could follow the same one twice.

265/307 U
C18 • EN • CLIFF CHILDS

TM & © 2018 Wizards of the Coast