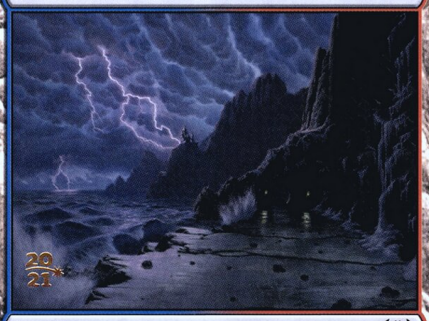
Stormcarved Coast



Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

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

Frequent, violent storms shape the Nephalia coastline, sculpting cliffs and caves where monsters often lurk.

265/277 R
VOW • EN
Sarah Finnigan

™ & © 2021 Wizards of the Coast

Stormcarved Coast

Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

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

Frequent, violent storms shape the Nephalia coastline, sculpting cliffs and caves where monsters often lurk.

265/277 R
VOW • EN
Sarah Finnigan

™ & © 2021 Wizards of the Coast

Stormcarved Coast

Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

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

Frequent, violent storms shape the Nephalia coastline, sculpting cliffs and caves where monsters often lurk.

265/277 R
VOW • EN
Sarah Finnigan

™ & © 2021 Wizards of the Coast

Stormcarved Coast

Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

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

Frequent, violent storms shape the Nephalia coastline, sculpting cliffs and caves where monsters often lurk.

265/277 R
VOW • EN
Sarah Finnigan

™ & © 2021 Wizards of the Coast

Stormcarved Coast

Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

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

Frequent, violent storms shape the Nephalia coastline, sculpting cliffs and caves where monsters often lurk.

265/277 R
VOW • EN
Sarah Finnigan

™ & © 2021 Wizards of the Coast

Stormcarved Coast

Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

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

Frequent, violent storms shape the Nephalia coastline, sculpting cliffs and caves where monsters often lurk.

265/277 R
VOW • EN
Sarah Finnigan

™ & © 2021 Wizards of the Coast

Stormcarved Coast

Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

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

Frequent, violent storms shape the Nephalia coastline, sculpting cliffs and caves where monsters often lurk.

265/277 R
VOW • EN
Sarah Finnigan

™ & © 2021 Wizards of the Coast

Stormcarved Coast

Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

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

Frequent, violent storms shape the Nephalia coastline, sculpting cliffs and caves where monsters often lurk.

265/277 R
VOW • EN
Sarah Finnigan

™ & © 2021 Wizards of the Coast

Stormcarved Coast

Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

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

Frequent, violent storms shape the Nephalia coastline, sculpting cliffs and caves where monsters often lurk.

265/277 R
VOW • EN
Sarah Finnigan

™ & © 2021 Wizards of the Coast