Scavenger Grounds



Land — Desert

{T}: Add {C}.

{2}, {T}, Sacrifice a Desert: Exile all graveyards.

When the last scrap of flesh is scoured away, the Curse of Wandering ends. Then the dead may sleep.

R 1027
CMM • EN ✍ Steven Belledin

™ & © 2023 Wizards of the Coast

Scavenger Grounds

Land — Desert

{T}: Add {C}.

{2}, {T}, Sacrifice a Desert: Exile all graveyards.

When the last scrap of flesh is scoured away, the Curse of Wandering ends. Then the dead may sleep.

R 1027
CMM • EN ✍ Steven Belledin

™ & © 2023 Wizards of the Coast

Scavenger Grounds

Land — Desert

{T}: Add {C}.

{2}, {T}, Sacrifice a Desert: Exile all graveyards.

When the last scrap of flesh is scoured away, the Curse of Wandering ends. Then the dead may sleep.

R 1027
CMM • EN ✍ Steven Belledin

™ & © 2023 Wizards of the Coast

Scavenger Grounds

Land — Desert

{T}: Add {C}.

{2}, {T}, Sacrifice a Desert: Exile all graveyards.

When the last scrap of flesh is scoured away, the Curse of Wandering ends. Then the dead may sleep.

R 1027
CMM • EN ✍ Steven Belledin

™ & © 2023 Wizards of the Coast

Scavenger Grounds

Land — Desert

{T}: Add {C}.

{2}, {T}, Sacrifice a Desert: Exile all graveyards.

When the last scrap of flesh is scoured away, the Curse of Wandering ends. Then the dead may sleep.

R 1027
CMM • EN ✍ Steven Belledin

™ & © 2023 Wizards of the Coast

Scavenger Grounds

Land — Desert

{T}: Add {C}.

{2}, {T}, Sacrifice a Desert: Exile all graveyards.

When the last scrap of flesh is scoured away, the Curse of Wandering ends. Then the dead may sleep.

R 1027
CMM • EN ✍ Steven Belledin

™ & © 2023 Wizards of the Coast

Scavenger Grounds

Land — Desert

{T}: Add {C}.

{2}, {T}, Sacrifice a Desert: Exile all graveyards.

When the last scrap of flesh is scoured away, the Curse of Wandering ends. Then the dead may sleep.

R 1027
CMM • EN ✍ Steven Belledin

™ & © 2023 Wizards of the Coast

Scavenger Grounds

Land — Desert

{T}: Add {C}.

{2}, {T}, Sacrifice a Desert: Exile all graveyards.

When the last scrap of flesh is scoured away, the Curse of Wandering ends. Then the dead may sleep.

R 1027
CMM • EN ✍ Steven Belledin

™ & © 2023 Wizards of the Coast

Scavenger Grounds

Land — Desert

{T}: Add {C}.

{2}, {T}, Sacrifice a Desert: Exile all graveyards.

When the last scrap of flesh is scoured away, the Curse of Wandering ends. Then the dead may sleep.

R 1027
CMM • EN ✍ Steven Belledin

™ & © 2023 Wizards of the Coast