
Overgrown Tomb
Land — Swamp Forest
(: Add or .)
As Overgrown Tomb enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.
0000 / 1158 P
PRM • EN Svetlin Velinov


Overgrown Tomb
Land — Swamp Forest
(: Add or .)
As Overgrown Tomb enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.
0000 / 1158 P
PRM • EN Svetlin Velinov


Overgrown Tomb
Land — Swamp Forest
(: Add or .)
As Overgrown Tomb enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.
0000 / 1158 P
PRM • EN Svetlin Velinov


Overgrown Tomb
Land — Swamp Forest
(: Add or .)
As Overgrown Tomb enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.
0000 / 1158 P
PRM • EN Svetlin Velinov