Underground River



Land

{T}: Add {C}.

{T}: Add {U} or {B}. This land deals 1 damage to you.

For years, it was not known how the pirates were able to raid areas so far from the coast, until a local shepherd sighted a band of painted ruffians entering the Sastasha Seagrot . . .

R 0439 FFXIV
FIC • EN Shahab Alizadeh

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Underground River

Land

{T}: Add {C}.

{T}: Add {U} or {B}. This land deals 1 damage to you.

For years, it was not known how the pirates were able to raid areas so far from the coast, until a local shepherd sighted a band of painted ruffians entering the Sastasha Seagrot . . .

R 0439 FFXIV
FIC • EN Shahab Alizadeh

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Underground River

Land

{T}: Add {C}.

{T}: Add {U} or {B}. This land deals 1 damage to you.

For years, it was not known how the pirates were able to raid areas so far from the coast, until a local shepherd sighted a band of painted ruffians entering the Sastasha Seagrot . . .

R 0439 FFXIV
FIC • EN Shahab Alizadeh

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Underground River

Land

{T}: Add {C}.

{T}: Add {U} or {B}. This land deals 1 damage to you.

For years, it was not known how the pirates were able to raid areas so far from the coast, until a local shepherd sighted a band of painted ruffians entering the Sastasha Seagrot . . .

R 0439 FFXIV
FIC • EN Shahab Alizadeh

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast