Bloodfell Caves



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

"These caves hide beasts above and below their waters. For safe passage, the Sultai agree a small cargo trade is fair for risking our necks."
—Samor, Mardu border guard

L 0250
TDM • EN Piotr Dura
™ & © 2025 Wizards of the Coast

Bloodfell Caves



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

"These caves hide beasts above and below their waters. For safe passage, the Sultai agree a small cargo trade is fair for risking our necks."
—Samor, Mardu border guard

L 0250
TDM • EN Piotr Dura
™ & © 2025 Wizards of the Coast

Bloodfell Caves



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

"These caves hide beasts above and below their waters. For safe passage, the Sultai agree a small cargo trade is fair for risking our necks."
—Samor, Mardu border guard

L 0250
TDM • EN Piotr Dura
™ & © 2025 Wizards of the Coast

Bloodfell Caves



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

"These caves hide beasts above and below their waters. For safe passage, the Sultai agree a small cargo trade is fair for risking our necks."
—Samor, Mardu border guard

L 0250
TDM • EN Piotr Dura
™ & © 2025 Wizards of the Coast

Bloodfell Caves



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

"These caves hide beasts above and below their waters. For safe passage, the Sultai agree a small cargo trade is fair for risking our necks."
—Samor, Mardu border guard

L 0250
TDM • EN Piotr Dura
™ & © 2025 Wizards of the Coast

Bloodfell Caves



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

"These caves hide beasts above and below their waters. For safe passage, the Sultai agree a small cargo trade is fair for risking our necks."
—Samor, Mardu border guard

L 0250
TDM • EN Piotr Dura
™ & © 2025 Wizards of the Coast

Bloodfell Caves



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

"These caves hide beasts above and below their waters. For safe passage, the Sultai agree a small cargo trade is fair for risking our necks."
—Samor, Mardu border guard

L 0250
TDM • EN Piotr Dura
™ & © 2025 Wizards of the Coast

Bloodfell Caves



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

"These caves hide beasts above and below their waters. For safe passage, the Sultai agree a small cargo trade is fair for risking our necks."
—Samor, Mardu border guard

L 0250
TDM • EN Piotr Dura
™ & © 2025 Wizards of the Coast

Bloodfell Caves



Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

"These caves hide beasts above and below their waters. For safe passage, the Sultai agree a small cargo trade is fair for risking our necks."
—Samor, Mardu border guard

L 0250
TDM • EN Piotr Dura
™ & © 2025 Wizards of the Coast