Deathcap Glade



Land

This land enters tapped unless you control two or more other lands.

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

Deadly mushrooms litter these woods, each waiting for an errant footstep to release its noxious spores.

R 0275
INR • EN ✒ Sam Burley

™ & © 2025 Wizards of the Coast

Deathcap Glade



Land

This land enters tapped unless you control two or more other lands.

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

Deadly mushrooms litter these woods, each waiting for an errant footstep to release its noxious spores.

R 0275
INR • EN ✒ Sam Burley

™ & © 2025 Wizards of the Coast

Deathcap Glade



Land

This land enters tapped unless you control two or more other lands.

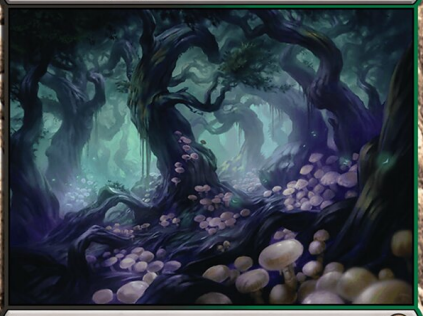
{T}: Add {B} or {G}.

Deadly mushrooms litter these woods, each waiting for an errant footstep to release its noxious spores.

R 0275
INR • EN ✒ Sam Burley

™ & © 2025 Wizards of the Coast

Deathcap Glade



Land

This land enters tapped unless you control two or more other lands.

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

Deadly mushrooms litter these woods, each waiting for an errant footstep to release its noxious spores.

R 0275
INR • EN ✒ Sam Burley

™ & © 2025 Wizards of the Coast