Cinder Glade



Land — Mountain Forest

({T}: Add {R} or {G}.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.

On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.

887 R
CLB • EN
™ & © 2022 Wizards of the Coast
Adam Paquette

Cinder Glade
Land — Mountain Forest
({T}: Add {R} or {G}.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.
On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.
887 R
CLB • EN
™ & © 2022 Wizards of the Coast
Adam Paquette

Cinder Glade
Land — Mountain Forest
({T}: Add {R} or {G}.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.
On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.
887 R
CLB • EN
™ & © 2022 Wizards of the Coast
Adam Paquette

Cinder Glade
Land — Mountain Forest
({T}: Add {R} or {G}.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.
On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.
887 R
CLB • EN
™ & © 2022 Wizards of the Coast
Adam Paquette

Cinder Glade
Land — Mountain Forest
({T}: Add {R} or {G}.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.
On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.
887 R
CLB • EN
™ & © 2022 Wizards of the Coast
Adam Paquette

Cinder Glade
Land — Mountain Forest
({T}: Add {R} or {G}.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.
On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.
887 R
CLB • EN
™ & © 2022 Wizards of the Coast
Adam Paquette

Cinder Glade
Land — Mountain Forest
({T}: Add {R} or {G}.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.
On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.
887 R
CLB • EN
™ & © 2022 Wizards of the Coast
Adam Paquette

Cinder Glade
Land — Mountain Forest
({T}: Add {R} or {G}.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.
On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.
887 R
CLB • EN
™ & © 2022 Wizards of the Coast
Adam Paquette

Cinder Glade
Land — Mountain Forest
({T}: Add {R} or {G}.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.
On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.
887 R
CLB • EN
™ & © 2022 Wizards of the Coast
Adam Paquette

Cinder Glade
Land — Mountain Forest
({T}: Add {R} or {G}.)
Cinder Glade enters the battlefield tapped unless you control two or more basic lands.
On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.
887 R
CLB • EN
™ & © 2022 Wizards of the Coast
Adam Paquette