Creeping Mold 2GG



Sorcery

Destroy target artifact, enchantment, or land.

Mold crept over the walls and into every crevice until the gleaming white stone strained and burst.

Rob Alexander

™ & © 1993-2005 Wizards of the Coast, Inc. 234/350

Creeping Mold 2GG

Sorcery

Destroy target artifact, enchantment, or land.

Mold crept over the walls and into every crevice until the gleaming white stone strained and burst.

Rob Alexander

™ & © 1993-2005 Wizards of the Coast, Inc. 234/350

Creeping Mold 2GG

Sorcery

Destroy target artifact, enchantment, or land.

Mold crept over the walls and into every crevice until the gleaming white stone strained and burst.

Rob Alexander

™ & © 1993-2005 Wizards of the Coast, Inc. 234/350

Creeping Mold 2GG

Sorcery

Destroy target artifact, enchantment, or land.

Mold crept over the walls and into every crevice until the gleaming white stone strained and burst.

Rob Alexander

™ & © 1993-2005 Wizards of the Coast, Inc. 234/350

Creeping Mold 2GG

Sorcery

Destroy target artifact, enchantment, or land.

Mold crept over the walls and into every crevice until the gleaming white stone strained and burst.

Rob Alexander

™ & © 1993-2005 Wizards of the Coast, Inc. 234/350

Creeping Mold 2GG

Sorcery

Destroy target artifact, enchantment, or land.

Mold crept over the walls and into every crevice until the gleaming white stone strained and burst.

Rob Alexander

™ & © 1993-2005 Wizards of the Coast, Inc. 234/350

Creeping Mold 2GG

Sorcery

Destroy target artifact, enchantment, or land.

Mold crept over the walls and into every crevice until the gleaming white stone strained and burst.

Rob Alexander

™ & © 1993-2005 Wizards of the Coast, Inc. 234/350

Creeping Mold 2GG

Sorcery

Destroy target artifact, enchantment, or land.

Mold crept over the walls and into every crevice until the gleaming white stone strained and burst.

Rob Alexander

™ & © 1993-2005 Wizards of the Coast, Inc. 234/350