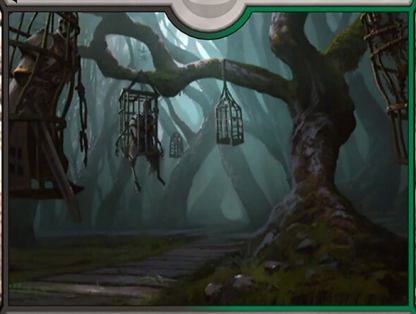
Foul Orchard



Land

Foul Orchard enters the battlefield tapped.
{T}: Add {B} or {G}.

Jung Park

Foul Orchard

Land

Foul Orchard enters the battlefield tapped.
{T}: Add {B} or {G}.

Jung Park

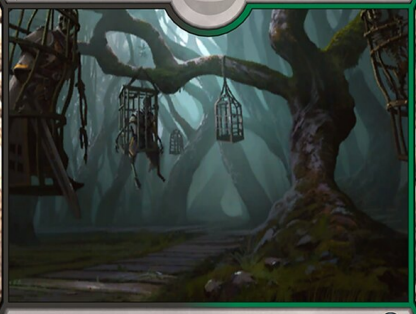
Foul Orchard

Land

Foul Orchard enters the battlefield tapped.
{T}: Add {B} or {G}.

Jung Park

Foul Orchard



Land

Foul Orchard enters the battlefield tapped.
{T}: Add {B} or {G}.

Jung Park

Foul Orchard

Land

Foul Orchard enters the battlefield tapped.
{T}: Add {B} or {G}.

Jung Park

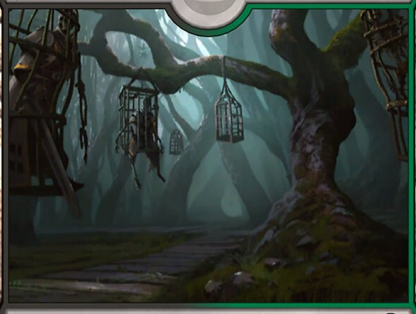
Foul Orchard

Land

Foul Orchard enters the battlefield tapped.
{T}: Add {B} or {G}.

Jung Park

Foul Orchard



Land

Foul Orchard enters the battlefield tapped.
{T}: Add {B} or {G}.

Jung Park

Foul Orchard

Land

Foul Orchard enters the battlefield tapped.
{T}: Add {B} or {G}.

Jung Park

Foul Orchard

Land

Foul Orchard enters the battlefield tapped.
{T}: Add {B} or {G}.

Jung Park