Cinder Glade



Land — Mountain Forest

({R}: Add {R} or {G}.)

This land enters 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.

R 0350
TDC • EN ✍ Adam Paquette

™ & © 2025 Wizards of the Coast

Cinder Glade

Land — Mountain Forest

({R}: Add {R} or {G}.)

This land enters 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.

R 0350
TDC • EN ✍ Adam Paquette

™ & © 2025 Wizards of the Coast

Cinder Glade

Land — Mountain Forest

({R}: Add {R} or {G}.)

This land enters 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.

R 0350
TDC • EN ✍ Adam Paquette

™ & © 2025 Wizards of the Coast

Cinder Glade

Land — Mountain Forest

({R}: Add {R} or {G}.)

This land enters 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.

R 0350
TDC • EN ✍ Adam Paquette

™ & © 2025 Wizards of the Coast

Cinder Glade

Land — Mountain Forest

({R}: Add {R} or {G}.)

This land enters 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.

R 0350
TDC • EN ✍ Adam Paquette

™ & © 2025 Wizards of the Coast