

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5

Demonic hordes.

3



Summon Demons

Tap to destroy 1 land. Pay  during upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrfors

5/5