Devastating Summons



Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons



Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons



Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons



Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248

Devastating Summons

Sorcery

As an additional cost to cast Devastating Summons, sacrifice X lands.

Put two X/X red Elemental creature tokens onto the battlefield.

Things born in magma are always angry.

Jung Park

™ & © 1993-2010 Wizards of the Coast LLC 130/248