## Akoum Hellhound



Creature — Elemental Dog

*Landfall* — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

*Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.*

0/1

133/280 C
ZNR • EN Jason Kang

™ & © 2020 Wizards of the Coast


## Akoum Hellhound



Creature — Elemental Dog

*Landfall* — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

*Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.*

0/1

133/280 C
ZNR • EN Jason Kang

™ & © 2020 Wizards of the Coast

## Akoum Hellhound



Creature — Elemental Dog

*Landfall* — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

*Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.*

0/1

133/280 C
ZNR • EN Jason Kang

™ & © 2020 Wizards of the Coast

## Akoum Hellhound



Creature — Elemental Dog

*Landfall* — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

*Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.*

0/1

133/280 C
ZNR • EN Jason Kang

™ & © 2020 Wizards of the Coast

## Akoum Hellhound



Creature — Elemental Dog

*Landfall* — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

*Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.*

0/1

133/280 C
ZNR • EN Jason Kang

™ & © 2020 Wizards of the Coast

## Akoum Hellhound



Creature — Elemental Dog

*Landfall* — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

*Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.*

0/1

133/280 C
ZNR • EN Jason Kang

™ & © 2020 Wizards of the Coast

## Akoum Hellhound



Creature — Elemental Dog

*Landfall* — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

*Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.*

0/1

133/280 C
ZNR • EN Jason Kang

™ & © 2020 Wizards of the Coast

## Akoum Hellhound



Creature — Elemental Dog

*Landfall* — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

*Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.*

0/1

133/280 C
ZNR • EN Jason Kang

™ & © 2020 Wizards of the Coast

## Akoum Hellhound



Creature — Elemental Dog

*Landfall* — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

*Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.*

0/1

133/280 C
ZNR • EN Jason Kang

™ & © 2020 Wizards of the Coast

## Akoum Hellhound



Creature — Elemental Dog

*Landfall* — Whenever a land enters the battlefield under your control, Akoum Hellhound gets +2/+2 until end of turn.

*Hellhound packs roam the Spikefields, basking in the harsh sunlight and lighting the night with their flames.*

0/1

133/280 C
ZNR • EN Jason Kang

™ & © 2020 Wizards of the Coast