Rally the Horde

5



Sorcery

Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 110/165

Rally the Horde

5

Sorcery

Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 110/165

Rally the Horde

5

Sorcery

Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 110/165

Rally the Horde

5

Sorcery

Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 110/165

Rally the Horde

5

Sorcery

Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 110/165

Rally the Horde

5

Sorcery

Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 110/165

Rally the Horde

5

Sorcery

Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 110/165

Rally the Horde

5

Sorcery

Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 110/165

Rally the Horde

5

Sorcery

Remove the top three cards of your library from the game. If the last card removed isn't a land, repeat this process until the last card removed is a land. Put a 1/1 red Warrior creature token into play for each nonland card removed from the game this way.

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 110/165