Kindred Dominance



Sorcery

Choose a creature type. Destroy all creatures that aren't of the chosen type.

In the end, the lights fade, the land withers, and only the dead and vile remain.

R 0113
WOC • EN Bram Sels

™ & © 2023 Wizards of the Coast

Kindred Dominance

Sorcery

Choose a creature type. Destroy all creatures that aren't of the chosen type.

In the end, the lights fade, the land withers, and only the dead and vile remain.

R 0113
WOC • EN Bram Sels

™ & © 2023 Wizards of the Coast

Kindred Dominance

Sorcery

Choose a creature type. Destroy all creatures that aren't of the chosen type.

In the end, the lights fade, the land withers, and only the dead and vile remain.

R 0113
WOC • EN Bram Sels

™ & © 2023 Wizards of the Coast

Kindred Dominance



Sorcery

Choose a creature type. Destroy all creatures that aren't of the chosen type.

In the end, the lights fade, the land withers, and only the dead and vile remain.

R 0113
WOC • EN Bram Sels

™ & © 2023 Wizards of the Coast

Kindred Dominance

Sorcery

Choose a creature type. Destroy all creatures that aren't of the chosen type.

In the end, the lights fade, the land withers, and only the dead and vile remain.

R 0113
WOC • EN Bram Sels

™ & © 2023 Wizards of the Coast

Kindred Dominance

Sorcery

Choose a creature type. Destroy all creatures that aren't of the chosen type.

In the end, the lights fade, the land withers, and only the dead and vile remain.

R 0113
WOC • EN Bram Sels

™ & © 2023 Wizards of the Coast

Kindred Dominance



Sorcery

Choose a creature type. Destroy all creatures that aren't of the chosen type.

In the end, the lights fade, the land withers, and only the dead and vile remain.

R 0113
WOC • EN Bram Sels

™ & © 2023 Wizards of the Coast

Kindred Dominance

Sorcery

Choose a creature type. Destroy all creatures that aren't of the chosen type.

In the end, the lights fade, the land withers, and only the dead and vile remain.

R 0113
WOC • EN Bram Sels

™ & © 2023 Wizards of the Coast

Kindred Dominance

Sorcery

Choose a creature type. Destroy all creatures that aren't of the chosen type.

In the end, the lights fade, the land withers, and only the dead and vile remain.

R 0113
WOC • EN Bram Sels

™ & © 2023 Wizards of the Coast