Lancers en-Kor 3



Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3



Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3



Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3



Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3

Lancers en-Kor 3

Summon Soldiers

Trample

0: Redirect 1 damage from Lancers *en*-Kor to a creature you control.

Nearly all sets of Kor twins are trained as lancers.

Illus. Pete Venters
©1998 Wizards of the Coast, Inc.

3/3