Nightmare 5



Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5



Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5



Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5



Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249

Nightmare 5

Creature — Nightmare Horse

Flying
Nightmare's power and toughness are each equal to the number of Swamps you control.

The thunder of its hooves beats dreams into despair.

Carl Critchlow ★/★

™ & © 1993–2009 Wizards of the Coast LLC 107/249