Nomads en-Kor



Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor



Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor



Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor



Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1

Nomads en-Kor

Summon Soldiers

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

The Kor forsake roots for the winding of the path; forsake voices for the silence of the mind; forsake all else for the poverty of isolation.

Illus. Val Mayerik
©1998 Wizards of the Coast, Inc.

1/1