

Armored Griffin

3



Creature — Griffin

0

Flying, vigilance

"Our brothers raised in Duncale bear the steel mark of man. One day, they will be shown freedom. Until then, I hope their armor will protect them from man's folly."

—Zafarl, keeper of the flock

Sandara

Set Design by Gavin Verhey 2010 1/229

2/3

Assiduous Soulshaper

3



Creature — Human Mystic

0

Whenever another creature enters the battlefield under your control, you may exile it. If you do, exile target permanent. At the beginning of the next end step, return that exiled card to the battlefield under its owner's control.

Unknown

Set Design by Gavin Verhey 2010 2/229

2/3

Battleground Sanctifier

1



Creature — Human Cleric

0

Players can't cast spells during the combat phase.

"Combat is where we test our skill and resolve. Illusions and nightmares will not hold any sway over us."

Abishai on Deviantart

Set Design by Gavin Verhey 2010 3/229

2/2

Brace for Battle

2



Sorcery

0

Prevent all damage that would be dealt to attacking creatures this turn.

Cale watched as the squadron charged into the wave of Nulse, moving with the grace of angels and infused with twice as much righteousness.

Carsten Biernat

Set Design by Gavin Verhey 2010 4/229

Cale, Heir of Valor

3



Legendary Creature — Human Archer

0

Flying, vigilance

X, C: Cale, Heir of Valor deals X damage to target attacking or blocking creature.

"I embody everything we have left. If my men end up dead and my city besieged it is not because the Nulse have proved too strong, but because I have failed."

Sandara

Set Design by Gavin Verhey 2010 5/229

3/4

Call for Aid

1



Instant

0

Search your library for a creature card with flash or safeguard, reveal it, and put it into your hand. Then shuffle your library.

The sound of nobility in distress attracts anyone with the ability to defend it.

Renee LeCompte

Set Design by Gavin Verhey 2010 6/229

Cast into Flickerfield

4



Sorcery

0

Exile target artifact, creature, or enchantment.

Walk into Flickerfield and you might disappear, then reappear on the other side — or just vanish entirely.

Fernanda Giongo

Set Design by Gavin Verhey 2010 7/229

Duncale Emboldener

1



Creature — Human Soldier

0

When Duncale Emboldener enters the battlefield, untap target creature.

"There is no time to rest. Get up and fight, or lose everything worth fighting for."

Norbert Vakulya

Set Design by Gavin Verhey 2010 8/229

2/2

Duncale Flockkeeper

2



Creature — Human Soldier

0

When Duncale Flockkeeper enters the battlefield, put a +1/+1 counter on each Griffin creature you control.

"Which griffins show the most promise? Under me, all of them."

Keryn Everett

Set Design by Gavin Verhey 2010 9/229

2/2

Duncale Griffinhand

4*



Creature — Human Soldier



When Duncale Griffinhand enters the battlefield, put a 2/2 white Griffin creature token with flying onto the battlefield.

Tap an untapped Griffin you control: Target creature gains flying until end of turn.

Brenda Lyons

Set Design by Gavin Verhey 2010 10/229

2/2

Esoteric Spellsworn

1**



Creature — Human Cleric



You may choose not to untap Esoteric Spellsworn during your untap step.
Whenever Esoteric Spellsworn deals combat damage to a player, you may pay *. If you do, choose a card type other than land. Until Esoteric Spellsworn untaps, players can't cast cards of the chosen type.

Unknown

Set Design by Gavin Verhey 2010 11/229

1/4

Feather Brethren

3**



Creature — Griffin



Flying

Battlerush — Whenever Feather Brethren attacks, put a token that's a copy of Feather Brethren onto the battlefield tapped and attacking.

"As the sun reached its midpoint, he looked down and saw the unattended fields below. He began to molt in sadness, each feather becoming a griffin as it fell."

—Griffin myth of The Sunkeeper

Brenda Lyons

Set Design by Gavin Verhey 2010 12/229

3/3

Featherborne Shield

5*



Instant



Featherborne Shield costs 1 less to cast for each attacking or blocking creature you control.

Choose a color. Creatures you control gain protection from that color until end of turn.

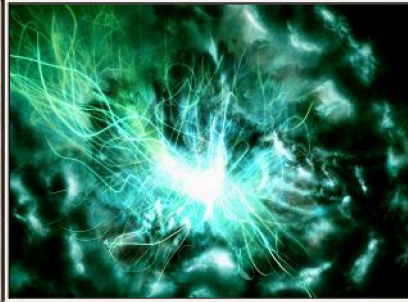
Feathers fell from above, sheltering those below.

Atanvarde on Deviantart

Set Design by Gavin Verhey 2010 13/229

Flickerfield Storm

2*



Instant



Put all nonland permanents that entered the battlefield this turn on the bottom of their owner's libraries.

"Some storms carry dangers far worse than being struck by lightning."

—Caradel, Duncale scout

Thepm34 on Deviantart

Set Design by Gavin Verhey 2010 14/229

Flocktender Empath

3*



Creature — Human Soldier



When Flocktender Empath enters the battlefield, you may search your library for a Griffin card, reveal it, put it into your hand, then shuffle your library.

"Each griffin is unique. Pick the right one and you'll soar, but pick wrong and — well, it's a long fall."

Lovelydagger on Deviantart

Set Design by Gavin Verhey 2010 15/229

3/3

Flowerkeeper

*



Creature — Human Cleric



Whenever a creature you control attacks, you may gain 1 life.

She collects a flower from Flickerfield for every person sent into combat, nurturing each as though they were connected to the soul of that soldier.

Unknown

Set Design by Gavin Verhey 2010 16/229

1/1

Galespeed Griffin

4**



Creature — Griffin



Flying

Battlerush — Whenever Galespeed Griffin attacks, tap target creature.

Safeguard — Whenever Galespeed Griffin blocks, prevent all combat damage target unblocked creature would deal this turn.

Cale's army refers to them as "winged storms."

Unknown

Set Design by Gavin Verhey 2010 17/229

4/4

Ghostly Prison

2*



Enchantment



Creatures can't attack you unless their controller pays 2 for each creature he or she controls that's attacking you.

"I used to think they were put in place to lock the Nulse out. Now I believe they exist to lock us in."

—Erick, Duncale soldier

Eric Lin

Set Design by Gavin Verhey 2010 18/229

Griffin Cloudshaper

3*



Creature — Griffin Wizard

0-1

Flying, flash

When Griffin Cloudshaper enters the battlefield, you may search your library for an Aura card that could enchant target creature you don't control, put it onto the battlefield enchanting that creature, then shuffle your library.

1/4

BL4CK-DR4GON on Deviantart
Set Design by Gavin Verhey 2010 19/229

Griffin Nestling

*



Creature — Griffin

0-1

Flying

Griffins nest in generation old spots along cliffsides. Nestlings used to cover the cliff in a blanket of speckled white, but between Nulse attacks and human poaching the sight of one now is a rare gift.

1/1

Kessie Carroll
Set Design by Gavin Verhey 2010 20/229

Griffin Skygrazer

2*



Creature — Griffin

0-1

Flying

When Griffin Skygrazer enters the battlefield, if you control a Human, you gain 2 life.

Skygrazers are sent to retrieve fresh water from the clouds. Drinking water wrung out from their wings is a luxury few are ever allowed to try.

2/2

Dawn on Deviantart
Set Design by Gavin Verhey 2010 21/229

Griffin Soulshield

3*



Creature — Griffin

0-1

Flying, flash

Safeguard — Whenever Griffin Soulshield blocks, creatures you control gain lifelink until end of turn.

A noble sacrifice does not go unnoticed.

3/1

Minna Sundberg
Set Design by Gavin Verhey 2010 22/229

Griffinback Charge

3*



Sorcery

0-1

Target creature you control gets +2/+2 and gains flying until end of turn. Put a 2/2 white Griffin creature token with flying onto the battlefield tapped.

Yarel lifted his finger and whistled. Within seconds, he was diving through the same cloud he had pointed at moments before.

Brenda Lyons
Set Design by Gavin Verhey 2010 23/229

Hedge Hider

2*



Creature — Kithkin Rogue

0-1

Plainswalk

After the Nulse ravaged their home, the few kithkin left retreated to Flickerfield to do what they do best — hide.

2/2

Paul Wayman
Set Design by Gavin Verhey 2010 24/229

Kithkin Lightbender

1*



Creature — Kithkin Rogue

0-1

*, ☞: Tap target creature.

"Kithkin? A children's myth. Nothing more."

—Lorin, Duncale soldier

2/1

UmbraNoctis on deviantART
Set Design by Gavin Verhey 2010 25/229

Loyal Scout

*



Creature — Human Scout

0-1

Battlerush — Whenever Loyal Scout attacks, it gets +1/+1 until end of turn.

"I worked for King Riesel before his demise, and my father worked for King Casperi before that. I'll follow Cale's orders even over my own instincts."

1/1

Javier Ogeros
Set Design by Gavin Verhey 2010 26/229

Mark of Loyalty

1**



Enchantment — Aura

0-1

Enchant creature

If enchanted creature would deal damage, you gain that much life instead.

"If we are to reclaim Culvion, there is no room for treachery. Show me you can be trusted."

—Cale, Heir of Valor

Jeffrey T. Lowe
Set Design by Gavin Verhey 2010 27/229

Noble Flock

1*



Creature — Griffin

0-1

Flying

*: Target attacking or blocking creature gets +1/+1 until end of turn.

The beat of their wings is as inspiring as pure bravery, their appearance as majestic as the soaring of angels.

1/1

Linda Lithén

Set Design by Gavin Verhey 2010 28/229

Organized Ambush

2*



Instant

0-1

Destroy target attacking creature.

"Sometimes I wonder when it will all end. The fighting, the noise, the moving. It seems like the only time we can rest is while waiting in ambush."

—Krisk, Duncale knight

Jeffery Lai

Set Design by Gavin Verhey 2010 29/229

Recede from Danger

2**



Enchantment

0-1

Whenever a creature you control becomes the target of a spell or ability, you may put that creature on the top or bottom of its owner's library.

"We are outnumbered enough. Don't let your death push that count further in their favor."

—Cale, Heir of Valor

Leos Ng

Set Design by Gavin Verhey 2010 30/229

Return to Memory

*



Sorcery

0-1

Put target creature with toughness 3 or less on the bottom of its owner's library.

Life is just a fading memory in the mind of an unknown dreamer.

KnightFlyte96 on Deviantart

Set Design by Gavin Verhey 2010 31/229

Sacred Prayer

1*



Instant

0-1

Gain 1 life for each attacking creature. Prevent all combat damage that would be dealt this turn.

"I don't know who we're praying to, or why we do at all. Yet, we continue."

—Tari, flowerkeeper

Dirtylittleaphid on Deviantart

Set Design by Gavin Verhey 2010 32/229

Shield of the Sunkeeper

1*



Instant

0-1

Target creature you control gets +0/+X until end of turn, where X is the number of attacking creatures. You gain life equal to that creature's toughness.

"As the sun set, he gave his people the will to defend themselves and the strength to do so."

—Griffin myth of The Sunkeeper

Pangea on Deviantart

Set Design by Gavin Verhey 2010 33/229

Soldier's Chant

*



Enchantment

0-1

Whenever one or more creature you control attacks, put a verse counter on Soldier's Chant.

Remove three verse counters from Soldier's Chant: Creatures you control gain first strike, lifelink, and vigilance until end of turn. Activate this ability only any time you could cast a sorcery.

Each verse a prayer, each voice a revelation.

DasAOD on Deviantart

Set Design by Gavin Verhey 2010 34/229

Soul's Reflection

2***



Creature — Avatar

0-1

Soul's Reflection has power and toughness each equal to your life total.

If Soul's Reflection would be dealt damage, you lose that much life instead.

"Even our souls must take part in this war."

—Zanthra, soulshaper

Anne Stokes

Set Design by Gavin Verhey 2010 35/229

Storm of Arrows

1**



Instant

0-1

Storm of Arrows deals 2 damage to each attacking creature.

"Arrows are little more than pinpricks against the Nulse — but even a thousand pinpricks can begin to get you somewhere."

—Essel, Duncale archer

Dieter Brandau

Set Design by Gavin Verhey 2010 36/229

Sunrise Griffin

2*



Creature — Griffin

0

Flying

When Sunrise Griffin enters the battlefield, you may destroy target artifact or enchantment.

"At each dawn his gaze turns below, his eyes unraveling threads that hold his people hostage."

—Griffin myth of The Sunkeeper

—Rachel C. Beaconsfield

Set Design by Gavin Verhey 2010 37/229

1/2

Surestrike Swordsman

4*



Creature — Human Soldier

0

First strike

Whenever Surestrike Swordsman deals combat damage to a player, creatures you control get +1/+1 until end of turn.

The strike of his sword is faster than saying "look out!" — and much more effective.

—Jelena Jovovic

Set Design by Gavin Verhey 2010 38/229

3/2

Thundercloud Griffin

3**



Creature — Griffin

0

Flying, flash

When Thundercloud Griffin enters the battlefield, it deals three damage to target attacking creature.

The griffins are the protectors of Culvion's skies. Sometimes, the skies return the favor.

—Minna Sundberg

Set Design by Gavin Verhey 2010 39/229

2/2

Unleash Justice

4**



Instant

0

Destroy all attacking creatures.

"My mind is tired and my body worn, but my soul is still restless. Be assured, if any of those creatures approach my people they will fall, each one after the last."

—Cale, Heir of Valor

—Redpeggy on Deviantart

Set Design by Gavin Verhey 2010 40/229

Zafarl, Keeper of the Flock

3**



Legendary Creature — Griffin Cleric

0

Flying, flash

If damage would be dealt to another Griffin you control and Zafarl, Keeper of the Flock is untapped, that damage is dealt to Zafarl instead.

*: Zafarl gets +0/+1 until end of turn.

—K.E. Myatt

Set Design by Gavin Verhey 2010 41/229

2/5

Zafarl's Blessing

3*



Enchantment — Aura

0

Flash

Enchant creature

Enchanted creature gets +1/+3 and gains flying.

"The few honorable men that show sympathy toward my flock will not go unrewarded."

—Zafarl, keeper of the flock

—Jong Yoon Kim

Set Design by Gavin Verhey 2010 42/229

Aqua Fracture

2



Instant

0

Counter target spell unless its controller pays 1 for each Island you control.

"Spells cast underwater react differently than above. You can't be surprised if things don't always go as anticipated."

—Shelim, Aquos wizard

—Emanuelle Belovarski

Set Design by Gavin Verhey 2010 44/229

Aquos Wavecaller

1



Creature — Merfolk Wizard

0

When Aquos Wavecaller enters the battlefield, target land becomes an Island until end of turn.

Some wavecallers use their talents to explore Culvion. Others join Orion's command, helping his raids on land.

—St3to on Deviantart

Set Design by Gavin Verhey 2010 46/229

2/1

Assert Dominance

1



Instant

0

Target creature gets -2/-0 until end of turn. Then, if that creature's power is 0 or less, draw a card.

Those who disobey Cyprica are temporally etherealized, a punishment designed to prove just how immaterial they really are.

—Amber Chow

Set Design by Gavin Verhey 2010 47/229

Chamber Guard

4



Creature — Human Wizard

0

Defender

"Only one guard is positioned at each entrance to each chamber of Windspire. Trust me when I say one is more than enough."

—Zenzax, Windspire wizard

Godofwar on Deviantart
Set Design by Gavin Verhey 2010 49/229

6/6

Coral Diviner

2



Creature — Merfolk Wizard

0

Whenever Coral Diviner deals combat damage to a player, look at the top card of that player's library. You may exile that card.

She asks about your thoughts, then shows you a future without them.

Sandara

Set Design by Gavin Verhey 2010 53/229

2/2

Depricar Wayfarer

1



Creature — Merfolk Scout

0

Islandwalk

"I have no interest in the secrets of war above or the secrets of the empire being built around me. All I care about are the secrets of the ocean floor."

Natho905 on Deviantart
Set Design by Gavin Verhey 2010 56/229

1/2

Direct Interference

2



Instant

0

Direct Interference costs 2 less to cast if a creature you control blocked this turn. Counter target spell.

"You really thought you could get away with that while I was watching?"

—Tyren, Windspire wizard

Jarek Nocon

Set Design by Gavin Verhey 2010 57/229

Diving Drake

3



Creature — Drake

0

Flying, flash

Diving Drake can block creatures with islandwalk as though they didn't have islandwalk.

As the fish in Depricar Ocean began to dry up, the drakes moved to the next best thing.

Hitokugutsu on Deviantart

Set Design by Gavin Verhey 2010 58/229

2/5

Drifting Mirage



Enchantment — Aura

0

Enchant land

Enchanted land is an Island.

At the beginning of your upkeep, you may attach Drifting Mirage to target land.

"Water washes all evidence away. Footprints, residue, mana — everything. There is no trail."

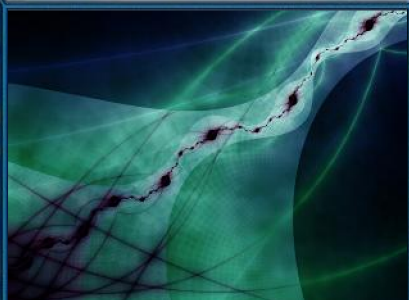
—Orion Marthel

Alex Gordeyev

Set Design by Gavin Verhey 2010 59/229

Ebb and Flow

1



Instant

0

Tap target permanent, then untap another target permanent.

"Anything can be predicted. Even the push and pull of water has a pattern."

—Matrore, wavecaller

Al-anonymous on Deviantart
Set Design by Gavin Verhey 2010 60/229

Erase Intruders

1



Instant

0

Return up to two target attacking creatures to their owner's hand.

"Those mouth breathers can do whatever they want on the surface. But once they step into water, they're in my domain."

—Orion Marthel

FRE513 on Deviantart

Set Design by Gavin Verhey 2010 61/229

Keep Watch

2



Instant

0

Draw a card for each attacking creature.

"Every night, I study them as they sink below. I can't see their eyes, but I can feel their gaze enough to know they are studying us too."

—Cyprica, Sage of Windspire

Xristoforos on Deviantart
Set Design by Gavin Verhey 2010 63/229

Orion's Scout



Creature — Merfolk Mutant Scout

0

Orion's Scout can't attack unless defending player controls an Island.

"Orion's magic has changed these waterways. The current flows against you, and twisted merfolk are becoming more common than their natural counterparts."

—Sorlor, Aquos elder

Sandeson Gonzaga

Set Design by Gavin Verhey 2010 68/229

2/1

Temporal Lockdown



Enchantment — Aura

0

Enchant permanent

When Temporal Lockdown enters the battlefield, tap enchanted permanent.

Enchanted permanent doesn't untap during it's controller's untap step.

DragonOlong on Deviantart

Set Design by Gavin Verhey 2010 76/229

Thoughtbound Catalyst



Creature — Human Wizard

0

Defender

♦, ♣: Target player puts the top card of his or her library into his or her graveyard for each creature with defender you control.

Living catalysts are kept in every room of Windspire, wizards who are trained to refocus the magic of others and release it threefold.

Joe Slucher

Set Design by Gavin Verhey 2010 78/229

1/3

Updrift Drake



Creature — Drake

0

Flying

Battlerush — Whenever Updrift Drake attacks, target attacking creature gains flying until end of turn.

The drakes of Culvion create gusts so large that sometimes others can't help but come along for the ride.

Nicolás Peña

Set Design by Gavin Verhey 2010 81/229

2/2

Vapor Phantom



Creature — Illusion

0

Flying

Whenever Vapor Phantom blocks, becomes blocked, or becomes the target of a spell or ability, return it to its owner's hand.

"Water doesn't evaporate. It retreats."

—Shelim, wavecaller

Tobias Cornwall

Set Design by Gavin Verhey 2010 82/229

3/3

Windspire Gatekeeper



Creature — Human Wizard

0

Defender

Even if Windspire dropped its magic barrier, even if it crashed into the sand below, even if its front doors were breached, there would still be one more line of defense.

Paien Skye

Set Design by Gavin Verhey 2010 83/229

2/2

Windspire Manipulator



Creature — Human Wizard

0

Defender

At the beginning of your upkeep, each opponent puts the top two cards of his or her library into his or her graveyard.

Their magic opens windows into the rest of Culvion, allowing them to check what is going on — and change it, if necessary.

Sandara

Set Design by Gavin Verhey 2010 84/229

1/4

Aquos Thoughtdealer



Creature — Merfolk Wizard

0

Whenever a creature you control deals combat damage to a player, exile the top card of that player's library face down.

♦♦, ♣: Look at the cards exiled with Aquos Thoughtdealer. You may cast one of them without paying its mana cost. (You can't play lands in this way.)

Unknown

Set Design by Gavin Verhey 2010 45/229

1/1

Cerebral Overtaking



Sorcery

0

Target player with twenty or fewer cards in his or her library loses the game.

"Your nerves will numb at the feeling of insignificance, and the creases of your brain will bend to accommodate their new ruler."

—Cyprica, Sage of Windspire

Ertac Altinoz

Set Design by Gavin Verhey 2010 48/229

Orion Marthel 3



Planeswalker — Orion

+1: Put a flood counter on target land. That land becomes an Island as long as it has a flood counter on it.

-3: Put target permanent on top of its owner's library.

-7: Gain control of all Islands.

— **Carolina Eade**
Set Design by Gavin Verhey 2010 66/229

Clash of Intelligence 2



Sorcery

Each player reveals the top three cards of his or her library. The players who revealed cards with the highest total converted mana cost puts those cards into his or her hand. Each other player puts those cards into his or her graveyard.

— **Dean Oyebo**
Set Design by Gavin Verhey 2010 51/229

Consult the Currents 1



Sorcery

Draw a card for each flood counter among lands on the battlefield.

"The ocean carries glimpses of Culvion on its currents. Look hard enough, and you can decipher the world's secrets."

— **Orion Marthel**

— **Charli Vince**
Set Design by Gavin Verhey 2010 52/229

Cyprica, Sage of Windspire 2



Legendary Creature — Human Wizard

Defender, shroud

Other creatures you control get +1/+1 and gain defender and shroud.

Her mind is as impenetrable as Windspire itself, her people a perfect reflection of her unshakable resolve.

— **Peter Ortiz**
Set Design by Gavin Verhey 2010 55/229

Messenger Sphinx 3



Creature — Sphinx

Flying

Battlerush — Whenever Messenger Sphinx attacks, exile a card in your hand face down, then defending player guesses the name of that card. Put that card into your graveyard. If that player guessed correctly, sacrifice Messenger Sphinx. Otherwise, draw a card.

— **Vyriilion on Deviantart**
Set Design by Gavin Verhey 2010 65/229

Orion's Throneshaper 3



Creature — Merfolk Wizard

Islandwalk

Lands are Islands in addition to their other types.

"As the rest of Culvion falls, the ocean will be Orion's throne. He will sit atop it and become king of this ruined world."

— **MoonLightSpectre on Deviantart**
Set Design by Gavin Verhey 2010 69/229

Regovern Authority X



Sorcery

Gain control of target nonland permanent with converted mana cost X. (This effect lasts indefinitely.)

"Individuality is unnecessary. It creates motives, opinions, and emotions that cloud and corrupt logical thought. Let me free you of that burden."

— **Azelor, wizard renegade**

— **Unknown**
Set Design by Gavin Verhey 2010 70/229

Secluded Soulshaper 1



Creature — Human Mystic

Whenever another creature enters the battlefield under your control, you may exile it. If you do, return target nonland permanent to its owner's hand.

"If there is a line between confinement and solitude, the soulshapers have found it."

— **Azelor, wizard renegade**

— **Ebrulii on Deviantart**
Set Design by Gavin Verhey 2010 72/229

Spelltrump 3



Instant

Counter target spell. Search your library for a card that shares a type with that spell, reveal it, and put it into your hand. Then shuffle your library.

Disputes in Windspire are resolved with spelltrump contests, challenges where each wizard has to cast a spell superior to the last.

— **VampirePrincess007 on Deviantart**
Set Design by Gavin Verhey 2010 74/229

Study and Steal

4



Sorcery



Target opponent reveals cards from the top of his or her library until he or she reveals a nonland card. If that card is a permanent card, put up to two token copies of that card onto the battlefield. If that card is an instant or sorcery card, you may copy that card twice and you may play both copies without paying their mana cost. Then, put each card revealed this way into its owner's graveyard.

Pat Brennan

Set Design by Gavin Verhey 2010 75/229

Thought Oppressor

3



Creature — Human Wizard



Defender

Safeguard — Whenever Thought Oppressor blocks, draw a card, then discard a card. Attacking player puts cards from the top of his or her library into his or her graveyard equal to the discarded card's converted mana cost.

Kreatrix on Deviantart

Set Design by Gavin Verhey 2010 77/229

0/5

Æther Evaporation

1



Sorcery



Return target creature to its owner's hand. That creature's controller can't cast spells with the same name as that creature during his or her next turn.

"If wizards were rainclouds, this spell would turn creatures into puddles."

—Azelor, wizard renegade

Lorien007 on Deviantart

Set Design by Gavin Verhey 2010 43/229

Channel Guide

1



Creature — Merfolk Scout



Islandwalk

Battlerush — Whenever Channel Guide attacks, target creature gains Islandwalk until end of turn.

"She took me exactly where I wanted to go — though I can't say my lungs were thankful."

—Azelor, wizard renegade

Minties on Deviantart

Set Design by Gavin Verhey 2010 50/229

1/1

Crystallmaker

2



Creature — Human Wizard



Defender

Safeguard — Whenever Crystallmaker blocks a creature, that creature doesn't untap during its controller's next untap step.

"Everything made with water can be frozen — even you."

Busterbam on Deviantart

Set Design by Gavin Verhey 2010 54/229

0/5

Floodcaster

3



Creature — Merfolk Wizard



Islandwalk

Whenever Floodcaster deals combat damage to a player, put a flood counter on target land that player controls. That land becomes an Island as long as it has a flood counter on it. (This effect lasts indefinitely.)

AtrociousFairyTale on Deviantart

Set Design by Gavin Verhey 2010 62/229

2/2

Mental Pruning

1



Sorcery



Target player reveals the top three cards of his or her library. Choose one of them and put it into that player's hand, then put the rest into that player's graveyard.

In Windspire, the phrase "reach into your mind" takes on a more literal meaning.

David Bonneywell

Set Design by Gavin Verhey 2010 64/229

Orion's Inquisitor

2



Creature — Merfolk Warrior



Islandwalk

Whenever Orion's Inquisitor attacks and isn't blocked, defending player may choose to prevent all combat damage Orion's Inquisitor would deal this turn. If they do, draw two cards.

Nicole Cardiff

Set Design by Gavin Verhey 2010 67/229

4/4

Sage's Chant

1



Enchantment



Whenever one or more creature you control attacks, put a verse counter on Sage's Chant.

Remove three verse counters from Sage's Chant: Target player draws two cards. Activate this ability only any time you could cast a sorcery.

Each verse a refrain, each voice an echo.

Treehousecharms on Deviantart

Set Design by Gavin Verhey 2010 71/229

Skywhisper Elemental

2



Creature — Elemental

0

Flying

At the beginning of the end step, if you drew two or more cards this turn, put a +1/+1 counter on Skywhisper Elemental.

"I've heard the clouds murmur, but it would take a tuned ear to understand what they were saying."

—Zafarl, keeper of the flock

Raykins on Deviantart

Set Design by Gavin Verhey 2010 73/229

2/2

Tideside Looter

3



Creature — Crab

0

Shroud

☞: Target player draws a card, then discards a card.

"They're impervious to Culvion's dangers and curious enough to explore them all."

Stuffed on Deviantart

Set Design by Gavin Verhey 2010 79/229

1/2

Undam the Mind

☞



Sorcery

0

Target player puts the top X cards of his or her library into his or her graveyard.

"The mind is full of ideas waiting to escape. Remove any barriers, and they will pour out faster than their owner can think of them."

—Cyprica, Sage of Windspire

Saloni Sinha

Set Design by Gavin Verhey 2010 80/229

Abominable Feast

☞



Sorcery

0

Target opponent loses life equal to the number of creatures that attacked this turn. You gain that much life.

"When outsiders enter The Drubble, every monster inside knows — usually because of the loud screams, followed by the echo of bones snapping and skin tearing."

Christopher Reach

Set Design by Gavin Verhey 2010 85/229

Accursed Omen

1



Creature — Elemental

0

Haste

Battlerush — Whenever Accursed Omen attacks, destroy target nonblack creature.

At the beginning of the end step, sacrifice Accursed Omen.

Jae Young

86/229

1/1

Ashskulker

1



Creature — Nulse

0

Protection from green

"They can sense vitality. Those who have devoted themselves to growth will be first among their targets."

—Shiras, Duskseeker captain

Ludwig Sandbacka

Set Design by Gavin Verhey 2010 87/229

2/1

Bonekeeper

1



Creature — Human Wizard

0

When Bonekeeper enters the battlefield, you may pay ☞. If you do, return target creature card with converted mana cost X from your graveyard to the battlefield.

"Everyone is looking for new allies. Why not just reuse the ones you already have?"

Eve Ventrue

Set Design by Gavin Verhey 2010 91/229

2/1

Crippling Hex

☞



Instant

0

Target creature gets -0/-3 until end of turn.

"The worst pain is not a sword in your gut, but the withering of a hex. Feeling your fingers melt until they are unrecognizable, and your feet curl until they fall off — that is the true meaning of agony."

—Talitema, elvish ancient

Unknown

Set Design by Gavin Verhey 2010 93/229

Festering Disease

2



Enchantment — Aura

0

Enchant creature

Enchanted creature gets -2/-2 and gains intimidate. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Witches are immune after living in The Drubble for so long. Those they touch aren't as fortunate.

Dean Bloomfield

Set Design by Gavin Verhey 2010 98/229

Gangrene Elemental

4



Creature — Elemental

0

"Misshapen abominations are more common in The Drubble than spiders. I don't know what you'll find if you venture inside, but I know whatever it is will be the last thing you see."

—Solanis, elvish ancient

5/2

Nathan Rosario

Set Design by Gavin Verhey 2010 99/229

Infuse with Toxins

1



Instant

0

Target creature gains deathtouch until end of turn.

"Nothing good could ever come out of anything soaked in that much sludge."

—Sayorl, Duskseeker vanguard

Unknown

Set Design by Gavin Verhey 2010 100/229

Inspire the Hordes

7



Sorcery

0

Inspire the Hordes costs 1 less to cast for each creature that attacked this turn.

Put three 2/2 black Zombie creature tokens onto the battlefield.

"Zombie see, zombie do."

—Sorisk, bonekeeper

Josh Eiten

Set Design by Gavin Verhey 2010 101/229

Lurching Bones

2



Creature — Skeleton

0

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)

Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Scott Davidson

Set Design by Gavin Verhey 2010 102/229

1/1

Lure to Death

2



Sorcery

0

Destroy target tapped creature.

"The Drubble is an unforgiving place. Even the swamps there have teeth."

—Faye Arim

Julie Dillon

Set Design by Gavin Verhey 2010 103/229

Mangled Skeleton

1



Creature — Skeleton

0

☠: Regenerate Mangled Skeleton.

"Staggered assaults on The Drubble will get you nowhere. You'll just end up breaking through the front lines over and over again."

—Roshanel, elvish ancient

Zevenstorms on Deviantart

Set Design by Gavin Verhey 2010 104/229

1/1

Murk Giant

2



Creature — Zombie Giant

0

When Murk Giant leaves the battlefield, sacrifice a Swamp.

"They make good zombies, yes. But they're really not worth the mess you have to clean up afterward."

—Gestha, bonekeeper

Grant Hillier

Set Design by Gavin Verhey 2010 107/229

4/2

Rot Elemental

4



Creature — Elemental

0

☠, Sacrifice Rot Elemental: Target creature gets -3/-3 until end of turn.

While the elves left The Drubble, the elementals remained bound to their defiled home. Slowly, they adopted tainted versions of their previous forms.

Grace Liu

Set Design by Gavin Verhey 2010 112/229

3/3

Rotting Cobra

2



Creature — Zombie Snake

0

Swampwalk, deathtouch

With its venom glands long worn away, it relies on the parasites of The Drubble to inhabit its body and infect its prey.

Laura Middleton

Set Design by Gavin Verhey 2010 113/229

2/1

Skullscrounger

3



Creature — Human Wizard

0

Battlerush — Whenever Skullscrounger attacks, you may return target creature card in a graveyard to its owner's hand.

"Life and death are circular. Whether you're at the start or the finish just depends which side of its trajectory you're on."

—Laoral, Rattleclaw witch

Craig Berry

Set Design by Gavin Verhey 2010 114/229

3/2

Soul Pierce

3



Sorcery

0

Choose one — Destroy target nonblack creature; or target player discards two cards.

Those strong enough to survive the spell still have their minds fractured, creating a dark void that cannot be filled.

Lan Jun Kang

Set Design by Gavin Verhey 2010 115/229

Soulclasp Apparition

3



Creature — Spirit

0

At the beginning of each player's upkeep, that player loses 2 life.

Its gaze is relentless. The piercing assault only ends when its victim is reduced to a writhing shell.

Synax444 on Deviantart

Set Design by Gavin Verhey 2010 116/229

2/2

Unfinished Concoction

1



Creature — Ooze

0

Bloodthirst 2 (If an opponent was dealt damage this turn, this creature enters the battlefield with two +1/+1 counters on it.)

It's missing just one ingredient: you.

Stefan Ribera Olsen

Set Design by Gavin Verhey 2010 120/229

0/1

Deal for Omnipotence

2



Enchantment

0

At the beginning of each end step, lose 8 life and take another turn after this one.

"Long ago, a deal was struck by the mystics. I have no doubt what they did to our world somehow plagues each of us to this day."

—Faye Arim

Maxarkes on Deviantart

Set Design by Gavin Verhey 2010 94/229

Sovereign of Obsolence

5



Creature — Nulse

0

Battlerush — Whenever Sovereign of Obsolence attacks, exile each other creature. Put +1/+1 counters on Sovereign of Obsolence equal to the total toughness of creatures exiled this way.

"As long as there is life to extinguish, I fear Nulse will find it. No heartbeat, nor soul, escapes their grasp."

—Faye Arim

Sandara

Set Design by Gavin Verhey 2010 117/229

8/8

Blood Extravasater

4



Creature — Vampire Shaman

0

Bloodthirst X (This creature enters the battlefield with X +1/+1 counters on it, where X is the damage dealt to your opponents this turn.)

When Blood Extravasater enters the battlefield, return target creature card with converted mana cost equal to or less than Blood Extravasater's power from your graveyard to the battlefield.

Nathan Rosario

Set Design by Gavin Verhey 2010 89/229

1/1

Desolate Soulshaper

1



Creature — Human Mystic

0

Whenever another creature enters the battlefield under your control, you may exile it. If you do, target player discards a card.

"Souls, thoughts, relics — they're all the same to them. Whichever you have, they want it."

—Azelor, wizard renegade

Shannon Hillson

Set Design by Gavin Verhey 2010 95/229

1/1

Drubbleborn Specter

3



Creature — Specter

0

Flying

Battlerush — Whenever Drubbleborn Specter attacks, defending player discards a card.

Whenever Drubbleborn Specter deals combat damage to a player, that player discards a card.

Sandara

Set Design by Gavin Verhey 2010 96/229

3/2

Existence Eraser

3



Creature — Nulse



Battlerush — Whenever Existence Eraser attacks, exile target nonblack creature. Search its controller's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles his or her library. Put a +1/+1 counter on Existence Eraser for each card exiled this way.

Damien Mammofiti

Set Design by Gavin Verhey 2010 97/229

5/5

Mix with Murk

4



Instant



Destroy target attacking creature, then return target creature card in your graveyard to the battlefield.

Some witches use entire swamp basins in The Drubble as cauldrons, just waiting for a victim to fall in to finish their spell.

Diego Almazan

Set Design by Gavin Verhey 2010 106/229

Mutated Nulse

2



Creature — Nulse



Protection from white, blue, red, and green.

"Swords once pierced their darkness, but now our weaponry clatters back like hitting steel. I fear they are evolving."

—Cale, Heir of Valor

Nymbrixion on Deviantart

Set Design by Gavin Verhey 2010 108/229

4/4

Portal of Souls

2



Enchantment



If a creature card would be put into an opponent's graveyard, exile it.

You may cast creature cards in your opponent's graveyard. *(You still pay all costs for that creature.)*

It is where the gates of the afterlife lead.

Jason Engle

Set Design by Gavin Verhey 2010 109/229

Rattleclaw Tutor

1



Sorcery



Each player searches their library for a card, shuffles their library, then puts that card on top of it.

"What are they brewing in Rattleclaw? I try not to think about it. We can only hope it isn't something that will end us all."

—Shiras, Duskseeker captain

Simon Eckert

Set Design by Gavin Verhey 2010 110/229

Vengeful Wraith

2



Creature — Wraith



When Vengeful Wraith enters the battlefield, destroy it.

☠: Regenerate Vengeful Wraith.

When Vengeful Wraith is put into a graveyard from the battlefield, destroy target nonblack creature.

Frans Merikallio

Set Design by Gavin Verhey 2010 122/229

4/1

Vow to Darkness

5



Sorcery



Each player loses half of his or her life total, rounded up.

Once every three years, on the thirteenth rise of the full moon, the witches converge to pledge their services to darkness by offering up a piece of themselves.

Ana Andrade

Set Design by Gavin Verhey 2010 124/229

Blind Nulse

1



Creature — Nulse



Blind Nulse can't block.

Battlerush — Whenever Blind Nulse attacks, you lose 4 life.

"The Nulse will kill everything in their path. They have no concern for anyone, not even those corrupt enough to help them."

—Faye Arim

Benjamin Elband

Set Design by Gavin Verhey 2010 88/229

4/3

Bloodthinner

2



Creature — Vampire Rogue



Pay 3 life: Bloodthinner gets +1/+1 or gains your choice of flying or shroud until end of turn.

"I offer my services for a mere taste of your blood. Is that really too much?"

Sandara

Set Design by Gavin Verhey 2010 90/229

2/2

Collapse into Nothingness

1



Instant

Target creature's controller sacrifices it unless they pay that creature's converted mana cost.

"The worst you will face in Silverweave is death. Go into The Drubble, and I cannot promise the same."

—Kolonias, elvish ancient

Unknown

Set Design by Gavin Verhey 2010 92/229

Mindblot

1



Sorcery

Target opponent reveals his or her hand. You choose a white, blue, red, or green card in it. That player discards that card.

"I felt their darkness in my head, probing my thoughts. I don't think they took anything... But how would I know if they did?"

—Amott, Duncale soldier

Janne Tuominen

Set Design by Gavin Verhey 2010 105/229

Rattleclaw Witch

4



Creature — Human Wizard

When Rattleclaw Witch enters the battlefield, other creatures get -2/-2 until end of turn.

"They are acolytes of death. Your screams will only serve to further their study."

—Shiras, Duskseeker captain

Rachelle Traut

Set Design by Gavin Verhey 2010 111/229

3/3

Tainted Drake

2



Creature — Drake

Flying

Tainted Drake can't block.

"Nowhere but Windspire is safe. Even the skies have begun to grow darker."

—Cyprica, Sage of Windspire

Mia Bentsson

Set Design by Gavin Verhey 2010 118/229

3/1

Torture Elemental

1



Creature — Elemental

Whenever a spell or ability you control causes you to lose life, you may put a +1/+1 counter on Torture Elemental. (Damage causes loss of life.)

It's the culmination of all your hopes and screams.

Aarniina Reimi-Orsa

Set Design by Gavin Verhey 2010 119/229

3/2

Vampiric Witch

2



Creature — Vampire Wizard

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)

Deathtouch

Remove a +1/+1 counter from Vampiric Witch: Vampiric Witch deals 1 damage to target creature or player.

Guangjian Huang

Set Design by Gavin Verhey 2010 121/229

1/1

Vitality Drain

3



Sorcery

Choose one or both — Destroy target green creature; and/or destroy target Forest.

Shriveled corpses and wilted trees lay intertwined at Silverweave's edge, a grotesque work of art none can interpret.

Veli Nystrom

Set Design by Gavin Verhey 2010 123/229

Witch's Chant

1



Enchantment

Whenever one or more creature you control attacks, put a verse counter on Witch's Chant. Remove three verse counters from Witch's Chant: Target creature gets -4/-4 until end of turn. Activate this ability only any time you could cast a sorcery.

Each verse a curse, each voice a dirge.

Magdalena Kaszubowska

Set Design by Gavin Verhey 2010 125/229

Battle-Bound Worv

2



Creature — Cat Warrior

As long as you control an attacking creature with battlerush, Battle-Bound Worv gets +1/+0 and gains first strike.

"We are as tied to battle as swords or shields are. If there is a fight, expect us to be in it."

—Rye, worv warrior

Aethrycall on Deviantart

Set Design by Gavin Verhey 2010 126/229

2/2

Beastcaller

2



Creature — Cat Shaman

1

3, 2, C: You may put a creature card from your hand onto the battlefield. That creature gains haste until end of turn. Sacrifice that creature at the beginning of the next end step.

Tales of him say he has the power to call down thunderstorms. They're not too far off.

— D.L. Taylor

Set Design by Gavin Verhey 2010 129/229

1/1

Blaze of Battle

5



Sorcery

0-4

Blaze of Battle costs 1 less to cast for each creature that attacked this turn.

Blaze of Battle deals 4 damage to target creature or player.

Ignite the flames of war and watch as the world burns.

— Yngvar Asplund

Set Design by Gavin Verhey 2010 128/229

Bloodpainter

2



Creature — Cat Warrior

1

Haste

Battlerush — Whenever Bloodpainter attacks, put a blood counter on target creature. That creature becomes red as long as it has a blood counter on it.

Bloodpainter can't be blocked by red creatures.

— A.J. Albert

Set Design by Gavin Verhey 2010 129/229

3/2

Burrowbug

1



Creature — Insect

1

Mountainwalk

When Burrowbug is put into a graveyard from the battlefield, return it to its owner's hand, then that player discards a card at random.

It's the only insect to ever win at the popular goblin game of 'smash the bug.'

— Chuan Linco

Set Design by Gavin Verhey 2010 130/229

2/1

Crazed Tactician

3



Creature — Cat Warrior

1

Haste, trample

Whenever Crazed Tactician deals combat damage to a player, sacrifice it. If you do, you choose which creatures attack during that player's next turn.

He has thought up a hundred battle plans, each for a fight that will never occur.

— Mary Graham

Set Design by Gavin Verhey 2010 131/229

5/4

Cumbersome Ogre

1



Creature — Ogre Warrior

1

Skip your untap step.

Ogres are not well suited to the precarious footing of Scatterpeak. One axe swing and they risk falling down the mountainside, causing half the mountain to tumble after them.

— TJ Wright

Set Design by Gavin Verhey 2010 132/229

6/4

Devoted Embermage

2



Creature — Cat Shaman

1

Battlerush — Whenever Devoted Embermage attacks, it deals 1 damage to each creature defending player controls.

Channeling fire is a lifelong pursuit in woro packs. Those who achieve it command respect, earning the belief that they are a chosen one of the fire lord Malaron.

— Daelyth on Deviantart

Set Design by Gavin Verhey 2010 133/229

2/2

Disown

1



Sorcery

1

Disown deals 5 damage to target creature that didn't enter the battlefield or attack during its controller's last turn.

"Fighting is in our blood. If you do not wish to be a warrior, you are not welcome."

— Ruzal, Vorgal's apprentice

— Jana Jerabkova

Set Design by Gavin Verhey 2010 134/229

Firestone Heretic

2



Creature — Goblin Shaman

1

Battlerush — Whenever Firestone Heretic attacks, it deals 1 damage to target creature or player.

No matter where among planes you travel, one thing is certain: the goblins will always figure out the art of the rock.

— Roman Ishaitlov

Set Design by Gavin Verhey 2010 135/229

1/1

Flamebraid Elemental

3



Creature — Elemental

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)

Remove a +1/+1 counter from Flamebraid Elemental: Add 3 to your mana pool.

The coals of battle stoke the quickest.

3/3

— Nicolás Peña

Set Design by Gavin Verhey 2010 136/229

Howls of Pride

4



Instant

Creatures you control get +3/+0 until end of turn.

"Pride cannot be stolen or traded for. It can only be won."

—Kelm Issar

— Adam L. Richards

Set Design by Gavin Verhey 2010 137/229

Kelm Issar

3



Planeswalker — Kelm

If one or more creatures would deal damage to Kelm Issar, he deals damage equal to his loyalty divided as you choose among those creatures.

+0 : At the beginning of your next upkeep, put three loyalty counters on Kelm Issar.

-1 : Kelm Issar deals 3 damage to target creature or player.

-6 : Kelm Issar deals 6 damage to each creature and each player. Then, each player sacrifices six lands. Sacrifice Kelm Issar.

3

— Anya McNaughton

Set Design by Gavin Verhey 2010 138/229

Krelt the Barbaric

4



Legendary Creature — Cat Berserker

Haste

Battlerush — Whenever Krelt the Barbaric attacks, untap each other creature you control. After this phase, there is an additional combat phase.

"There is no room for honor. You can fight my way and win, or you can die cradling valor."

— Jimmy Ling

Set Design by Gavin Verhey 2010 139/229

5/3

Lavablood Elemental

2



Creature — Elemental

Bloodthirst X (This creature enters the battlefield with X +1/+1 counters on it, where X is the damage dealt to your opponents this turn.)

"Out of all diseases on this world, none is more infectious than the call of war."

—Faye Arim

— Ni Zhen Phang

Set Design by Gavin Verhey 2010 140/229

0/0

Malaron's Breath

X



Sorcery

Deal two times X damage to target creature or player.

The disciples who seek out Malaron's teachings end up one of two ways: enlightened, or charred.

— SpikeWayf-Fert on Deviantart

Set Design by Gavin Verhey 2010 141/229

Mark of the Pack

2



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1.

If enchanted creature is a Cat, it gains double strike.

The wolv believe their unique markings allow them to channel their pack, providing them with enhanced strength and agility.

— Ben Douglas

Set Design by Gavin Verhey 2010 142/229

Minotaur Axemaster

2



Creature — Minotaur Warrior

Battlerush — Whenever Minotaur Axemaster attacks, it gains first strike until end of turn.

Seeing an axe in Scatterpeak means one of two things: "run away," or "it's too late."

— Kendrick Lim

Set Design by Gavin Verhey 2010 143/229

3/1

Peak Grinding

2



Sorcery

Choose one — Peak Grinding deals 2 damage to target creature; or destroy target artifact; or destroy target land.

The wobbling mountains of Scatterpeak are constantly reshaping themselves at the expense of whatever is left below.

— Luisa Gonzaga

Set Design by Gavin Verhey 2010 144/229

Peakslicer

3



Creature — Giant Warrior

0

Peakslicer must attack each turn if able.

"I feel sad for the giants of Scatterpeak. Unlike us, they cannot hide. They must continually fight, even when it is futile."

—Lasakip, Windspire manipulator

—Sandara

Set Design by Gavin Verhey 2010 135/229

4/3

Plume of Spite

2



Sorcery

0

Plume of Spite deals 3 damage to target player.

At the beginning of your end step, if you attacked with three or more creatures this turn, you may return Plume of Spite from your graveyard to your hand.

Anger mixed with fire is a dangerous union.

—MagnumDragon on Deviantart

Set Design by Gavin Verhey 2010 136/229

Ragespeaker

4



Creature — Human Shaman

0

Haste

When Ragespeaker enters the battlefield, untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

Nobody cares about his ramblings until he finds someone who wants to listen.

—Andrey Anishenko

Set Design by Gavin Verhey 2010 137/229

3/2

Rallied Assault

2



Sorcery

0

Rallied Assault deals 2 damage to target creature or player, then each creature on the battlefield that attacked this turn deals 1 damage to that creature or player.

"You may think you've given all the fight you got, but you haven't. There's always more."

—Krelt the Barbaric

—Toniko Pantoja

Set Design by Gavin Verhey 2010 138/229

Reckless Soulshaper

2



Creature — Human Mystic

0

Whenever another creature enters the battlefield under your control, you may exile it. If you do, Reckless Soulshaper deals 3 damage to target creature or player.

The human body is 70 percent water — and 100 percent a conduit for electricity.

—Marek Okon

Set Design by Gavin Verhey 2010 139/229

3/1

Ricocheting Blast

3



Instant

0

Ricocheting Blast deals 5 damage to target creature.

"If the lightning doesn't kill you, good luck surviving the shrapnel followed by an entire cliff sliding on top of you."

—Krizm, worv embermage

—Spellboundy on Deviantart

Set Design by Gavin Verhey 2010 140/229

Roar of Combat

2



Sorcery

0

Add 2 to your mana pool for each creature that attacked this turn.

"As I ran into combat, I heard cries of victory and pain around me. Soon, my own voice was joining the chorus."

—Korlin, worv warrior

—Katerina Romanova

Set Design by Gavin Verhey 2010 141/229

Scarred Outcast

2



Creature — Cat Warrior

0

Fighting among each other is of great importance and honor in worv tribes. Those who turn down even a single challenge are punished by being held over a volcano until they are charred enough to be marked as outcasts.

—Cindy Meljer

Set Design by Gavin Verhey 2010 142/229

3/1

Scatterpeak Laharlord

4



Creature — Dragon

0

Flying, haste

Battlerush — Whenever Scatterpeak Laharlord attacks, sacrifice a land. If you do, Scatterpeak Laharlord deals 5 damage to each creature without flying.

King of sky, tyrant of land, ruler of mortals.

—Scarypet on Deviantart

Set Design by Gavin Verhey 2010 143/229

5/5

Searing Sparks



Creature — Elemental

0/1

Haste

Battlerush — Whenever Searing Sparks attacks, it deals 2 damage to target creature or player.

At the beginning of the end step, sacrifice Searing Sparks.

1/1

— Darla-Ilara on Deviantart
Set Design by Gavin Verhey 2010 134/229

Sharp-Axe Ogre



Creature — Ogre

0/1

Bloodthirst 2 (If an opponent was dealt damage this turn, this creature enters the battlefield with two +1/+1 counters on it.)

"Ogres sharpened their axes on the rocks of Scatterpeak, carving them into the miscut, teetering ledges of today."

—Worv tale

4/2

— Nicole Cardiff
Set Design by Gavin Verhey 2010 135/229

Sparkcrafter



Creature — Cat Shaman

0/1

Whenever you cast a creature spell, Sparkcrafter deals 1 damage to each opponent.

Worvs that fail at harnessing fire turn to lightning, an equally difficult craft that often proves even more fickle.

2/1

— Summer Gagnon
Set Design by Gavin Verhey 2010 136/229

Strain of Scatterpeak



Enchantment

0/1

Lands, artifacts, and enchantments can't attack or block.

The boiling temperature, squeezing pressure, and unstable ground of Scatterpeak is no place to bring imitations of warriors.

— Panagiotis Vlamis
Set Design by Gavin Verhey 2010 137/229

Swiftpaw Warrior



Creature — Cat Warrior

0/1

First strike

"Agility is better than strength alone. A single unopposed stroke can do more than an entire assault."

—Vorgal, worv packleader

2/1

— Angkarn Chantana
Set Design by Gavin Verhey 2010 138/229

Totembearer



Creature — Cat Warrior

0/1

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)

Haste

They soak their scalp in blood, believing it imbues them with godlike strength.

1/1

— John Connell
Set Design by Gavin Verhey 2010 139/229

Unbridled Bellows



Sorcery

0/1

Each creature you control can't be blocked except by two or more creatures this turn.

"The yells of giants used to herald challenges, causing boulders to tumble and us to scatter. I await the day when mine do the same."

—Krelt the Barbaric

— Mattias Fahlberg
Set Design by Gavin Verhey 2010 140/229

Unstable Territory



Enchantment

0/1

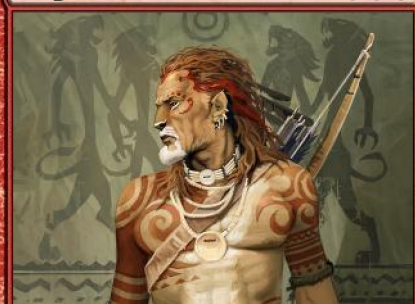
At the beginning of each player's upkeep, that player chooses combat phase or main phase. That player skips each instance of the chosen phase this turn.

"The Nulse might have me beat on numbers, but I have Scatterpeak on my side."

—Kelm Issar

— Mingjue Chen
Set Design by Gavin Verhey 2010 141/229

Vorgal, Worv Packleader



Legendary Creature — Cat Warrior

0/1

Cat creatures you control gain haste and have **"Battlerush"** — Whenever this creature attacks, it gets +1/+1 until end of turn for each other attacking Cat.

"Go! Let the will of the pack be your guide and let the points of your claws become stained with glory!"

2/2

— John Connell
Set Design by Gavin Verhey 2010 142/229

Warning Flare



Sorcery

0—1

Warning Flare deals 1 damage to target creature or player. Creatures you control get +1/+0 until end of turn.

"I only let them know I'm coming so that they under prepare for what they're about to experience."

—Krelt the Barbaric

—Yahya Stapic

Set Design by Gavin Verhey 2010 163/229

Warrior's Chant



Enchantment

0—1

Whenever one or more creature you control attacks, put a verse counter on Warrior's Chant.

Remove three verse counters from Warrior's Chant: Creatures you control gain double strike until end of turn. Activate this ability only any time you could cast a sorcery.

Each verse a shout, each voice a pinprick.

—Eddie Mize

Set Design by Gavin Verhey 2010 164/229

Worv Firestoker



Creature — Cat Shaman

0—1

2: Worv Firestoker gets +1/+0 until end of turn.

"Every worv has a fire burning strong inside them. Let me show you mine."

—Wolf-Minori on Deviantart

Set Design by Gavin Verhey 2010 165/229

1/1

Worv Prowler



Creature — Cat Warrior

0—1

When Worv Prowler enters the battlefield, it deals 1 damage to each creature and each player.

He toys with his prey, leaving just enough of a blood trail for his pack to pick up the scent and finish the job.

—Jen Philpot

Set Design by Gavin Verhey 2010 166/229

2/2

Worv Quickclaw



Creature — Cat Warrior

0—1

Haste

Battlerush — Whenever Worv Quickclaw attacks, it gets +1/+0 until end of turn for each other attacking Cat.

"His speed is unmatched, yet he is disciplined enough to wait for the rest of his pack."

—Vorgal, worv packleader

—John Connell

Set Design by Gavin Verhey 2010 167/229

3/3

Attuned Shaman



Creature — Elf Shaman

0—1

Safeguard — Whenever Attuned Shaman blocks, regenerate it.

"I do not fear defending my home. The trees will protect me. It is everyone else who is fighting that I fear for."

—MeMyMine on Deviantart

Set Design by Gavin Verhey 2010 168/229

2/2

Barkhide Elemental



Creature — Elemental

0—1

Battlerush — Whenever Barkhide Elemental attacks, other attacking creatures you control get +1/+1 until end of turn.

As they charge, pieces of bark fall off for those running behind to use as weapons.

—Sandara

Set Design by Gavin Verhey 2010 169/229

4/4

Basilisk-Scale Channeler



Creature — Elf Shaman

0—1

Flash

When Basilisk-Scale Channeler enters the battlefield, creatures you control gain deathtouch until end of turn.

Culvion's basilisks died out long ago, but shamans still use their scales in magic.

—Cylithera on Deviantart

Set Design by Gavin Verhey 2010 170/229

2/1

Berserk Brakpew



Creature — Beast

0—1

Bloodthirst 3 (If an opponent was dealt damage this turn, this creature enters the battlefield with three +1/+1 counters on it.)

"The brakpew are loyal, calm creatures for the most part, but even I wouldn't want to be near one when there is bloodshed nearby."

—Hinatin, attuned shaman

—Andrew Hou

Set Design by Gavin Verhey 2010 171/229

3/3

Burrowed Wurm

5

Creature — Wurm

0

Flash

"You don't see anything? Exactly."

—Joral, Duskseeker scout

Sandara

Set Design by Gavin Verhey 2010-17/229

4/4

Call to Nara

1

Instant

0

Until end of turn, target attacking creature gains trample and gets +X/+X, where X is the number of attacking creatures.

"Nara will lend you her power, yes. But some kinds of strength were not meant to be held by mortals. Who knows what hers will do to you?"

—Forine, Nara's devoted

Bopchara on Deviantart

Set Design by Gavin Verhey 2010-17/229

Devouring Branches

3

Sorcery

0

Destroy target noncreature permanent.

"Most of us are too busy worrying about the Nulse to notice every small object that could curse us. Fortunately, the trees are good at taking care of that."

—Rallirj, relicracker

Unknown

Set Design by Gavin Verhey 2010-17/229

Duskseeker Vanguard

1

Creature — Elf Warrior

0

Protection from black

"I've felt them. I've touched their murky skin and tasted the slick numbness of their oozing wounds. I survived once. I will survive again."

Nathan Rosario

Set Design by Gavin Verhey 2010-17/229

2/1

Elvish Treetangler

2

Creature — Elf Warrior

0

Flash, reach

"Branches, vines and leaves are our tools. Used creatively, they can create snares stronger than a spider's web."

Zevenstorms on Deviantart

Set Design by Gavin Verhey 2010-18/229

2/3

Expand Horizons

4

Sorcery

0

Expand Horizons costs 1 less to cast for each creature you attacked with this turn.

Search your library for up to two basic land cards and put them onto the battlefield tapped. Then shuffle your library.

When trees can grow in seconds, every expedition becomes an adventure into the uncharted.

Laura Diehl

Set Design by Gavin Verhey 2010-18/229

Faye's Remedy

1

Sorcery

0

Reveal the top card of your library and put it into your hand. You gain life equal to its converted mana cost.

A dose of healing stirred with a pinch of knowledge.

Mushimaro Tachikawa

Set Design by Gavin Verhey 2010-18/229

Fertilize the Past

1

Instant

0

Shuffle Fertilize the Past and up to three target cards from your graveyard into your library.

Bury the seeds of your past and they will grow into your future.

Unknown

Set Design by Gavin Verhey 2010-18/229

Hexsplitter

1

Creature — Elf Shaman

0

Battlerush — Whenever Hexsplitter attacks, you may destroy target aura.

"Hold still."

Look on Deviantart

Set Design by Gavin Verhey 2010-19/229

2/2

Lifetuner Shaman

1



Creature — Elf Shaman

0

Discard a creature card: Lifetuner Shaman gets +1/+1 until end of turn.

"The Silverweave is a sentient forest, composed entirely of trees that were once elves. Close your eyes and listen. Life is all around you."

Quna on Deviantart

Set Design by Gavin Verhey 2010 193/229

2/2

Primal Glimpse

2



Instant

0

Creatures gain trample until end of turn.

Draw a card.

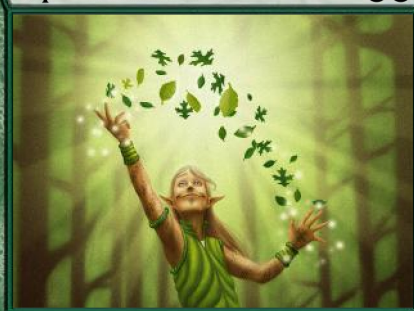
"One look into the wild and the wild begins to look into you."

PKPhoenix on Deviantart

Set Design by Gavin Verhey 2010 199/229

Repel Fabrications

1



Instant

0

Destroy target artifact or enchantment, then put Repel Fabrications on top of its owner's library.

"From lance, to leaves."

Kirk Shannon

Set Design by Gavin Verhey 2010 198/229

Silksurge Spider

3



Creature — Spider

0

Reach

Battlerush — Whenever Silksurge Spider attacks, you may pay ∞ . If you do, Silksurge Spider gets +X/+0 until end of turn.

"Unlike most spiders it releases its silk on offense, squeezing its prey tighter than a giant's grip."

Minttu Hynninen

Set Design by Gavin Verhey 2010 202/229

1/4

Thrashing Brakpew

2



Creature — Beast

0

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)

Trample

"Brakpews come in all different shapes and sizes. I'd say this one is the 'angry size.'"

—Nereli, Silverweave scribe

Irene Bressel

Set Design by Gavin Verhey 2010 207/229

3/3

Treetender's Gift

1



Sorcery

0

Put a +1/+1 counter on each creature that attacked this turn.

"Even soldier and seed have something in common: they both bloom in their prime. Each battle will be your sunlight, and victory will mark your blossom."

DancesWithWacom on Deviantart

Set Design by Gavin Verhey 2010 209/229

Faye Arim

3



Planeswalker — Faye

0

+1 : Untap all Forests and green creatures you control.

+1 : Reveal the top three cards of your library. Put each green creature card and Forest among them into your hand and the rest into your graveyard.

-8 : You get an emblem with "You have protection from black." (You can't be targeted, dealt damage, or enchanted by anything black.)

Ana Fagarazzi

Set Design by Gavin Verhey 2010 187/229

4

Shiras, Duskseeker Captain

2



Legendary Creature — Elf Warrior

0

Other Elf creatures you control have protection from black.

Whenever a nontoken Elf you control attacks, put a 1/1 green Elf creature token onto the battlefield.

"Passivity is no longer an option. We need to stop defending our forest and start fighting for it."

Sinto-Risky on Deviantart

Set Design by Gavin Verhey 2010 201/229

3/3

Timberwake Elemental

7



Creature — Elemental

0

Green creatures you control can't be the target of spells or abilities opponent's control.

Battlerush — Whenever Timberwake Elemental attacks, other attacking green creatures you control get +7/+7 until end of turn.

Kuang Hong

Set Design by Gavin Verhey 2010 208/229

7/7

Draw Upon Ancestors

3



Instant



Shuffle your graveyard into your library. Target creature gets +1/+1 until end of turn for each card shuffled into your library this way.

It's said each leaf on the elven trees of Silverweave is a thought of its bearer, each branch a memory that elf chose to keep.

— Nightflame6 on Deviantart

Set Design by Gavin Verhey 2010-17/8/229

Effervescent Blob

2



Creature — Ooze



Effervescent Blob enters the battlefield with six +1/+1 counters on it.

Whenever another creature attacks, move a +1/+1 counter from Effervescent Blob onto that creature.

Each drop can be spread thin enough to cover your entire body in a gelatinous shield.

— Mynameishalo on Deviantart

Set Design by Gavin Verhey 2010-18/7/229

0/0

Essence Fertilizer

2



Creature — Elemental



Bloodthirst X (This creature enters the battlefield with X +1/+1 counters on it, where X is the damage dealt to your opponents this turn.)

When Essence Fertilizer enters the battlefield, you may distribute its +1/+1 counters as you choose among any number of target creatures.

— SunRoamer on Deviantart

Set Design by Gavin Verhey 2010-18/7/229

0/0

Germinating Sapling

1



Creature — Plant



At the beginning of each player's upkeep, you may put a +1/+1 counter on Germinating Sapling.

This is one plant you don't want to let grow on you.

— Sam Lantoni

Set Design by Gavin Verhey 2010-19/2/229

1/1

Howl of the Wild

1



Sorcery



Put a 3/3 green Beast creature token onto the battlefield.

Whenever a Beast you control deals combat damage to a player, you may pay . If you do, return Howl of the Wild from your graveyard to your hand.

The howl of a brakpew means the same thing to other beasts as it does in elvish: run.

— Grace Liu

Set Design by Gavin Verhey 2010-19/2/229

Nara's Devoted

1



Creature — Elf Shaman



Battlerush — Whenever Nara's Devoted attacks, search your library for a Forest card and put it onto the battlefield tapped.

, Sacrifice Nara's Devoted: Forests you control become 2/2 green Elf creatures until end of turn. They're still lands.

"When Nara returns, this land will be ready."

— Jena DellaGrottaglia

Set Design by Gavin Verhey 2010-19/2/229

0/2

Rootsplicer

2



Creature — Elemental



Rootsplicer is indestructible.

Safeguard — Whenever Rootsplicer blocks, put a +1/+1 counter on each other creature you control.

Some pieces of the forest have been disrupted by the chaos of war. Others have grown accustomed to it.

— Zevenstorms on Deviantart

Set Design by Gavin Verhey 2010-19/2/229

0/3

Silverweave Forcemage

1



Creature — Elf Wizard



: Spells can't be countered by spells or abilities this turn.

Forestbound (Instead of playing a land on your turn, you may put this card onto the battlefield tapped with a bind counter on it. This card stops being a creature, loses all other abilities, and becomes a Forest.)

— Jakdaw on Deviantart

Set Design by Gavin Verhey 2010-20/3/229

2/2

Soiltender

4



Creature — Elf Shaman



: Return target land card in your graveyard to the battlefield.

Forestbound (Instead of playing a land on your turn, you may put this card onto the battlefield tapped with a bind counter on it. This card stops being a creature, loses all other abilities, and becomes a Forest.)

— Unknown

Set Design by Gavin Verhey 2010-20/3/229

2/3

Symbiotic Soulshaper

3



Creature — Human Mystic



Whenever another creature enters the battlefield under your control, you may exile it. If you do, put three +1/+1 counters on target creature.

“Witches? Maybe they were once, but they have become something far more important.”

—Faye Arim

— Kylee Nel

Set Design by Gavin Verhey 2010-2012/229

3/3

Bonechanneler

2



Creature — Elf Shaman



Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)

Remove a +1/+1 counter from Bonechanneler: Bonechanneler gets +3/+3 until end of turn.

Her magic is fueled by ally and enemy alike.

— Neosorcerer on Deviantart

Set Design by Gavin Verhey 2010-172/229

2/2

Branchbreak Elemental

3



Creature — Elemental



Battlerush — Whenever Branchbreak Elemental attacks, other attacking creatures you control get +3/+3 and gain trample until end of turn.

First, the snapping of branches. Then, the snapping of bones.

— Denes Nagy

Set Design by Gavin Verhey 2010-173/229

3/3

Crashing Wurm

5



Creature — Wurm



Trample, intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

If you are from outside Silverweave, you are one of its enemies. If you are from inside Silverweave, you are one of its casualties.

— Benjamin Eiband

Set Design by Gavin Verhey 2010-178/229

5/5

Duskseeker's Will

1



Instant



Target creature gets +2/+2 and gains protection from black until end of turn.

“You can only be cursed so many times before the threat loses its edge.”

—Talmitan, Duskseeker vanguard

— David Rapoza

Set Design by Gavin Verhey 2010-180/229

Elven Palisade

1



Enchantment



Sacrifice a Forest: Target attacking creature gets -3/-0 until end of turn.

It is every forestbound's wish to one day become a shield that will fend off the Nulse.

— DerMonkey on Deviantart

Set Design by Gavin Verhey 2010-182/229

Elvish Ancient

5



Creature — Elf



Forestbound (Instead of playing a land on your turn, you may put this card onto the battlefield tapped with a bind counter on it. This card stops being a creature, loses all other abilities, and becomes a Forest.)

“I have passed on what the dryads of old taught us. Now I must complete the cycle.”

— Hannah Böving

Set Design by Gavin Verhey 2010-183/229

3/4

Nara's Warden

3



Creature — Elf Shaman



When Nara's Warden enters the battlefield, destroy target artifact or enchantment.

Forestbound (Instead of playing a land on your turn, you may put this card onto the battlefield tapped with a bind counter on it. This card stops being a creature, loses all other abilities, and becomes a Forest.)

— Sandara

Set Design by Gavin Verhey 2010-193/229

2/2

Radiant Gift

4



Enchantment — Aura



Enchant creature

When Radiant Gift enters the battlefield, put a +1/+1 counter on enchanted creature.

Enchanted creature gets +3/+3.

Even as the glow fades, its purpose remains.

— Dawn Williams

Set Design by Gavin Verhey 2010-197/229

Shaman's Chant



Enchantment



Whenever one or more creature you control attacks, put a verse counter on Shaman's Chant.

Remove three verse counters from Shaman's Chant: Creatures you control get +3/+3 until end of turn. Activate this ability only any time you could cast a sorcery.

Each verse a ritual, each voice a chorus.

—Fredy3D on Deviantart
Set Design by Gavin Verhey 2010 200/229

Silverweave Scribe



Creature — Elf Shaman



When Silverweave Scribe enters the battlefield, put target card in a graveyard on top of its owner's library.

Forestbound (Instead of playing a land on your turn, you may put this card onto the battlefield tapped with a bind counter on it. This card stops being a creature, loses all other abilities, and becomes a Forest.)

1/1

—Marek Hlavaty
Set Design by Gavin Verhey 2010 203/229

Amulet Collector



Artifact Creature — Construct



Battlerush — Whenever Amulet Collector attacks, it gets +1/+1 until end of turn for each other artifact you control.

Small enough to be ignored, it freely roams forgotten cities scavenging the relics of a lost world.

2/2

—Gareth Martin
Set Design by Gavin Verhey 2010 210/229

Hidden Trenches



Land



☞: Add 1 to your mana pool.

2, ☞: Target creature gets +0/+1 until end of turn.

"For once in this lifetime, I felt shielded. The rocks were bending in to protect me, and the side of the cliff opened to reveal an unseen cavern."

—Journal of Azelor, wizard renegade

—Tom Wicks
Set Design by Gavin Verhey 2010 225/229

Jagged Landscape



Land



☞: Add 1 to your mana pool.

2, ☞: Target creature gets +1/+0 until end of turn.

"I felt like I had reached the true end of the world. Nothing lay before me but a patchwork expanse marred by chaotic devastation."

—Journal of Azelor, wizard renegade

—CJ Howlett
Set Design by Gavin Verhey 2010 226/229

Manaforge



Artifact



Manaforge enters the battlefield with a charge counter on it.

☞, Remove a charge counter from Manaforge: Add one mana of any color to your mana pool.

2, ☞: Put a charge counter on Manaforge.

—Pete Ashford
Set Design by Gavin Verhey 2010 217/229

Toll Taker



Artifact Creature — Construct



Defender

Created by Cyprica to monitor Windspire, they guard corridors and ask to review your thoughts before they will let you pass.

0/3

—Noisecraft on Deviantart
Set Design by Gavin Verhey 2010 221/229

Tainted Key



Artifact — Key



Tainted Key is black.

As long as Tainted Key is tapped, creatures you control are indestructible and have deathtouch.

Every key has a door.

—Sutehani on Deviantart
Set Design by Gavin Verhey 2010 219/229

Unnatural Leader



Artifact Creature — Golem



Trample

Battlerush — Whenever Unnatural Leader attacks, reveal the top four cards of your library. Put all creature cards revealed this way onto the battlefield tapped and attacking and the rest into your graveyard.

Those who see it follow, hoping to find purpose.

6/6

—Csaba Világosi
Set Design by Gavin Verhey 2010 222/229

Dormant Keepsake

2



Artifact



At the beginning of your upkeep, draw a card.
At the beginning of each end step, if you don't control a creature with safeguard, sacrifice Dormant Keepsake.

Only when guarded does the enchanted rose inside wilt, dropping petals which carry insight into the origin of the world.

— Kuroi-Kisin on Deviantart
Set Design by Gavin Verhey 2010 218/229

Haunted Battlegear

4



Artifact — Equipment



As long as you control no other creatures, Haunted Battlegear becomes a 4/4 Ghost creature.

Equipped creature gets +4/+4.

Equip 4

Each morning Cale finds it standing in a new spot, looming over a thief who tried to steal it.

— David Smith
Set Design by Gavin Verhey 2010 216/229

Palimpsest Spellbook

4



Artifact



When Palimpsest Spellbook enters the battlefield, exile your graveyard.

Whenever you cast an instant or sorcery spell from your hand, randomly select an instant or sorcery card in your graveyard. Cast that card without paying its mana cost if able.

Windspire is the one location where ancient knowledge is abundant and paper is a scarcity.

— Unknown
Set Design by Gavin Verhey 2010 218/229

Alluring Glade



Land



Alluring Glade enters the battlefield tapped.

☞: Add ♠ to your mana pool.

3 ♠♠, ☞: Target creature attacks or blocks this turn if able.

— Liiga Smilshkaine
Set Design by Gavin Verhey 2010 223/229

Battering Shield

2



Artifact — Equipment



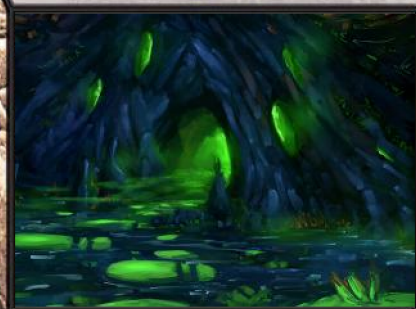
Equipped creature gets +0/+3 and has “*Battlerush* — Whenever this creature attacks, it gets +2/+0 until end of turn.”

Equip 3

Duncal shields are taken and reused. It is never the shield that falters, only its bearer.

— Anais Chareyre
Set Design by Gavin Verhey 2010 211/229

Bile Pit



Land



Bile Pit enters the battlefield tapped.

☞: Add ♠ to your mana pool.

♠♠, ☞: Target creature you control gains deathtouch until end of turn. Sacrifice that creature at the beginning of the end step. Play this ability only any time you could cast a sorcery.

— Sean Thurlow
Set Design by Gavin Verhey 2010 224/229

Bottled Memories

3



Artifact



1, ☞, Exile Bottled Memories: Return target card in your graveyard to your hand, then shuffle your graveyard into your library.

The shelves of Windspire are lined with vials full of memories, a place for wizards to store their overflowing knowledge.

— Nichole Van Glider
Set Design by Gavin Verhey 2010 212/229

Crude Weaponry

1



Artifact — Equipment



Tap an untapped creature you control: Equipped creature gets +1/+1 until end of turn.

Equip 2

The weapons left on Culvion are either taken from Cale's armory, or quickly fastened together by friends in times of need.

— Katie Sousa
Set Design by Gavin Verhey 2010 213/229

Crypt Tender

1



Artifact Creature — Construct



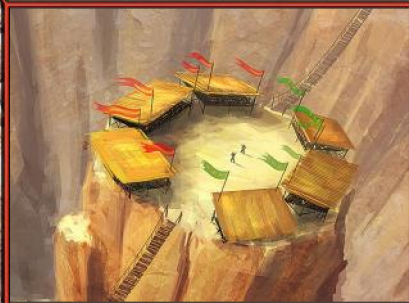
Battlerush — Whenever Crypt Tender attacks, you may exile defending player's graveyard.

On the bottom level of Windspire lies a makeshift graveyard where mechanized gravediggers file away the dead.

— Nevin Liu
Set Design by Gavin Verhey 2010 214/229

0/1

Sparring Circle



Land



Sparring Circle enters the battlefield tapped.

☞: Add ♠ to your mana pool.

Whenever a creature you control attacks, untap Sparring Circle.

—Pavel Tretera

Set Design by Gavin Verhey 2010 227/229

Swelling Spiritworks



Land



Swelling Spiritworks enters the battlefield tapped.

☞: Add ♠ to your mana pool.

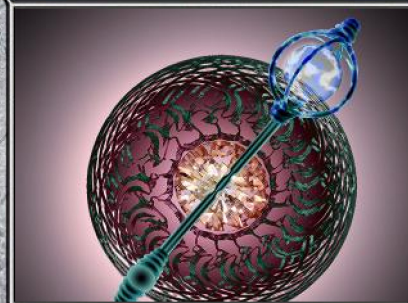
♠: Until end of turn, Swelling Spiritworks becomes a blue Spirit creature with defender and “This creature’s power and toughness are each equal to the number of creatures you control with defender.” It’s still a land.

—Maria Chalova

Set Design by Gavin Verhey 2010 228/229

Thunderstaff

3



Artifact



If Thunderstaff is untapped and a creature would deal combat damage to you, prevent 1 of that damage.

2, ☞: Attacking creatures get +1/+0 until end of turn.

Worvs place them around sparring circles, shielding the crowd while enhancing combat.

—Colin Parys

Set Design by Gavin Verhey 2010 220/229

Windgust Impasse



Land



Windgust Impasse enters the battlefield tapped.

☞: Add ⚡ to your mana pool.

☞, Sacrifice Windgust Impasse: Target attacking unblocked creature becomes blocked.

—Sandara

Set Design by Gavin Verhey 2010 229/229