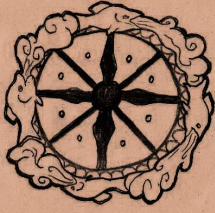


WINDWHEEL

III

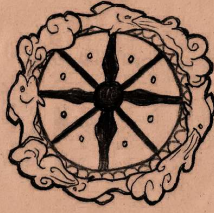


P - SPELL

During their Standby-Phase, each player has to return a Creature he or she controls from play to his or her hand.

WINDWHEEL

III

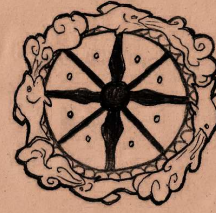


P - SPELL

During their Standby-Phase, each player has to return a Creature he or she controls from play to his or her hand.

WINDWHEEL

III



P - SPELL

During their Standby-Phase, each player has to return a Creature he or she controls from play to his or her hand.

HYDROMORPH

II



⚡ - SPELL

Destroy one of your Creatures. Reveal cards from the top of your SB until you reveal a Creature. Put it into play in any zone. The other cards that were revealed are put onto your DP.

HYDROMORPH

II



⚡ - SPELL

Destroy one of your Creatures. Reveal cards from the top of your SB until you reveal a Creature. Put it into play in any zone. The other cards that were revealed are put onto your DP.

HYDROMORPH

II



⚡ - SPELL

Destroy one of your Creatures. Reveal cards from the top of your SB until you reveal a Creature. Put it into play in any zone. The other cards that were revealed are put onto your DP.

SOUL SURGE

III



P - SPELL

If one of your Creatures is put into your DP, you may draw 1 card.

SOUL SURGE

III



P - SPELL

If one of your Creatures is put into your DP, you may draw 1 card.

SOUL SURGE

III



P - SPELL

If one of your Creatures is put into your DP, you may draw 1 card.