Winds of Qal Sisma



Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma



Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma



Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma



Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast

Winds of Qal Sisma

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious — If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

147/185 U
FRF • EN ► Howard Lyon

™ & © 2015 Wizards of the Coast