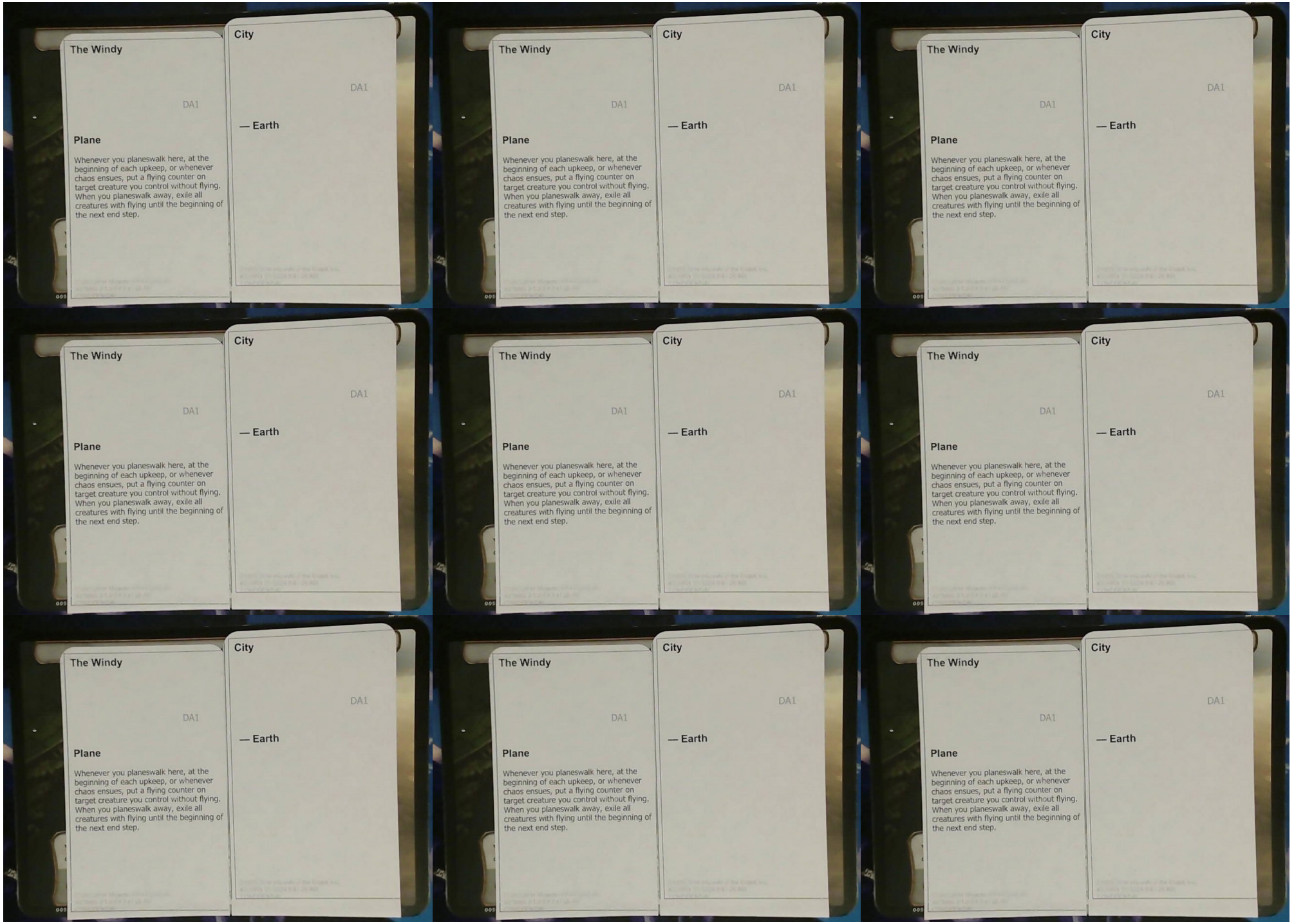

The Windy
DA1
Plane
Whenever you planeswalk here, at the beginning of each upkeep, or whenever chaos ensues, put a flying counter on target creature you control without flying. When you planeswalk away, exile all creatures with flying until the beginning of the next end step.
City
DA1
— Earth