Jokulhaups 4



Sorcery

Destroy all artifacts, creatures, and lands. They can't be regenerated.

"I was shocked when I first saw the aftermath of the Yavimaya Valley disaster. The raging waters had swept away trees, bridges, and even houses. My healers had much work to do."
—Halvor Arenson, Kjeldoran priest

Illus. Richard Thomas
™ & © 1993–2001 Wizards of the Coast, Inc. 15/50

Jokulhaups 4



Sorcery

Destroy all artifacts, creatures, and lands. They can't be regenerated.

"I was shocked when I first saw the aftermath of the Yavimaya Valley disaster. The raging waters had swept away trees, bridges, and even houses. My healers had much work to do."
—Halvor Arenson, Kjeldoran priest

Illus. Richard Thomas
™ & © 1993–2001 Wizards of the Coast, Inc. 15/50

Jokulhaups 4



Sorcery

Destroy all artifacts, creatures, and lands. They can't be regenerated.

"I was shocked when I first saw the aftermath of the Yavimaya Valley disaster. The raging waters had swept away trees, bridges, and even houses. My healers had much work to do."
—Halvor Arenson, Kjeldoran priest

Illus. Richard Thomas
™ & © 1993–2001 Wizards of the Coast, Inc. 15/50

Jokulhaups 4



Sorcery

Destroy all artifacts, creatures, and lands. They can't be regenerated.

"I was shocked when I first saw the aftermath of the Yavimaya Valley disaster. The raging waters had swept away trees, bridges, and even houses. My healers had much work to do."
—Halvor Arenson, Kjeldoran priest

Illus. Richard Thomas
™ & © 1993–2001 Wizards of the Coast, Inc. 15/50