Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing



Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165

Crash Landing

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.

"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghut Rak, Gruul guildmage

Darrell Riche

™ & © 1993-2006 Wizards of the Coast, Inc. 82/165