

Wallop

1



Sorcery

Destroy target blue or black creature with flying.

In Yavimaya, flying low to join a battle can be a costly mistake.

Illus. Mike Ploog
©1993-2000 Wizards of the Coast, Inc. 223/350

Wallop

1



Sorcery

Destroy target blue or black creature with flying.

In Yavimaya, flying low to join a battle can be a costly mistake.

Illus. Mike Ploog
©1993-2000 Wizards of the Coast, Inc. 223/350

Wallop

1



Sorcery

Destroy target blue or black creature with flying.

In Yavimaya, flying low to join a battle can be a costly mistake.

Illus. Mike Ploog
©1993-2000 Wizards of the Coast, Inc. 223/350

Wallop

1



Sorcery

Destroy target blue or black creature with flying.

In Yavimaya, flying low to join a battle can be a costly mistake.

Illus. Mike Ploog
©1993-2000 Wizards of the Coast, Inc. 223/350

Wallop

1



Sorcery

Destroy target blue or black creature with flying.

In Yavimaya, flying low to join a battle can be a costly mistake.

Illus. Mike Ploog
©1993-2000 Wizards of the Coast, Inc. 223/350

Wallop

1



Sorcery

Destroy target blue or black creature with flying.

In Yavimaya, flying low to join a battle can be a costly mistake.

Illus. Mike Ploog
©1993-2000 Wizards of the Coast, Inc. 223/350

Wallop

1



Sorcery

Destroy target blue or black creature with flying.

In Yavimaya, flying low to join a battle can be a costly mistake.

Illus. Mike Ploog
©1993-2000 Wizards of the Coast, Inc. 223/350

Wallop

1



Sorcery

Destroy target blue or black creature with flying.

In Yavimaya, flying low to join a battle can be a costly mistake.

Illus. Mike Ploog
©1993-2000 Wizards of the Coast, Inc. 223/350

Wallop

1



Sorcery

Destroy target blue or black creature with flying.

In Yavimaya, flying low to join a battle can be a costly mistake.

Illus. Mike Ploog
©1993-2000 Wizards of the Coast, Inc. 223/350