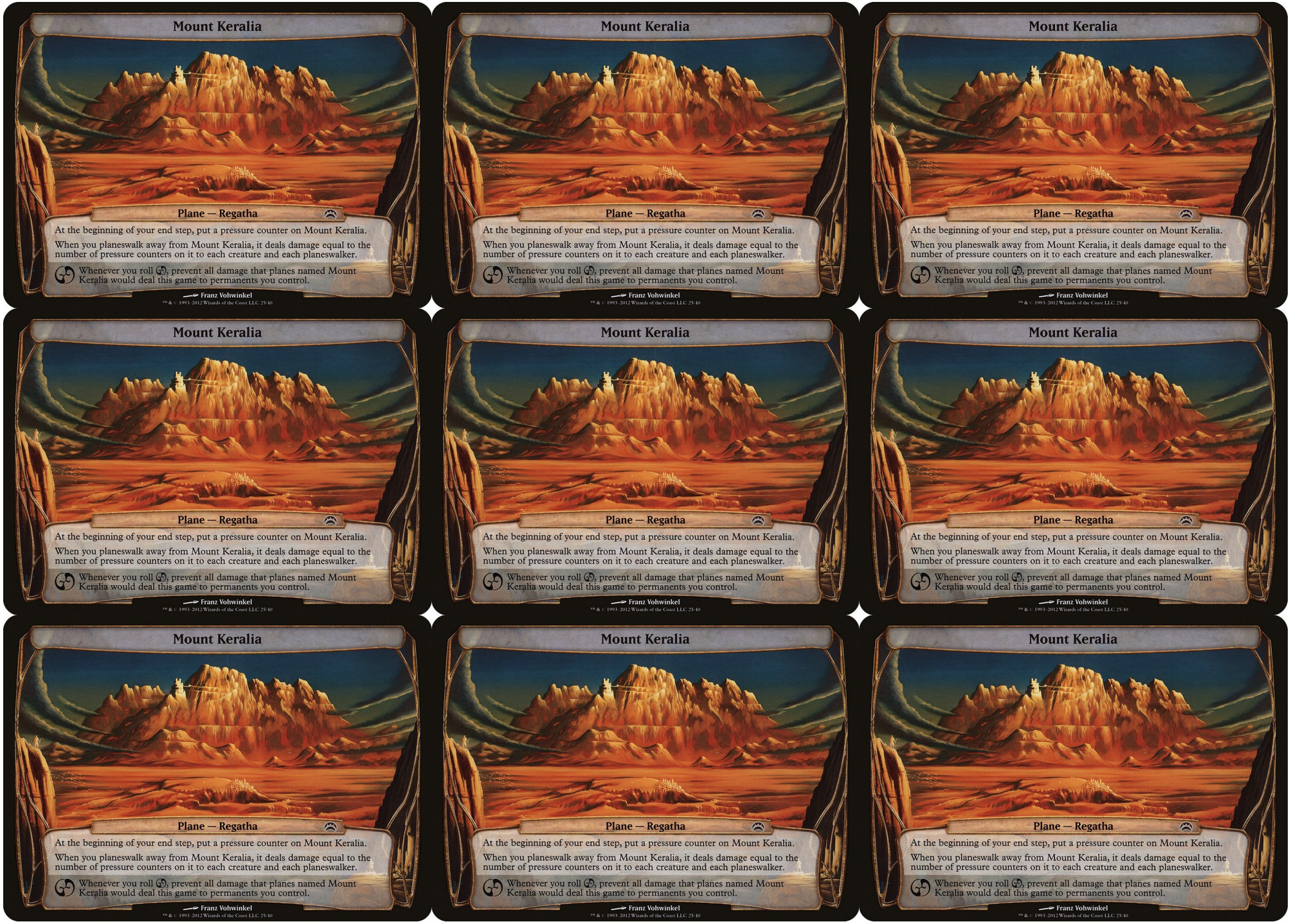
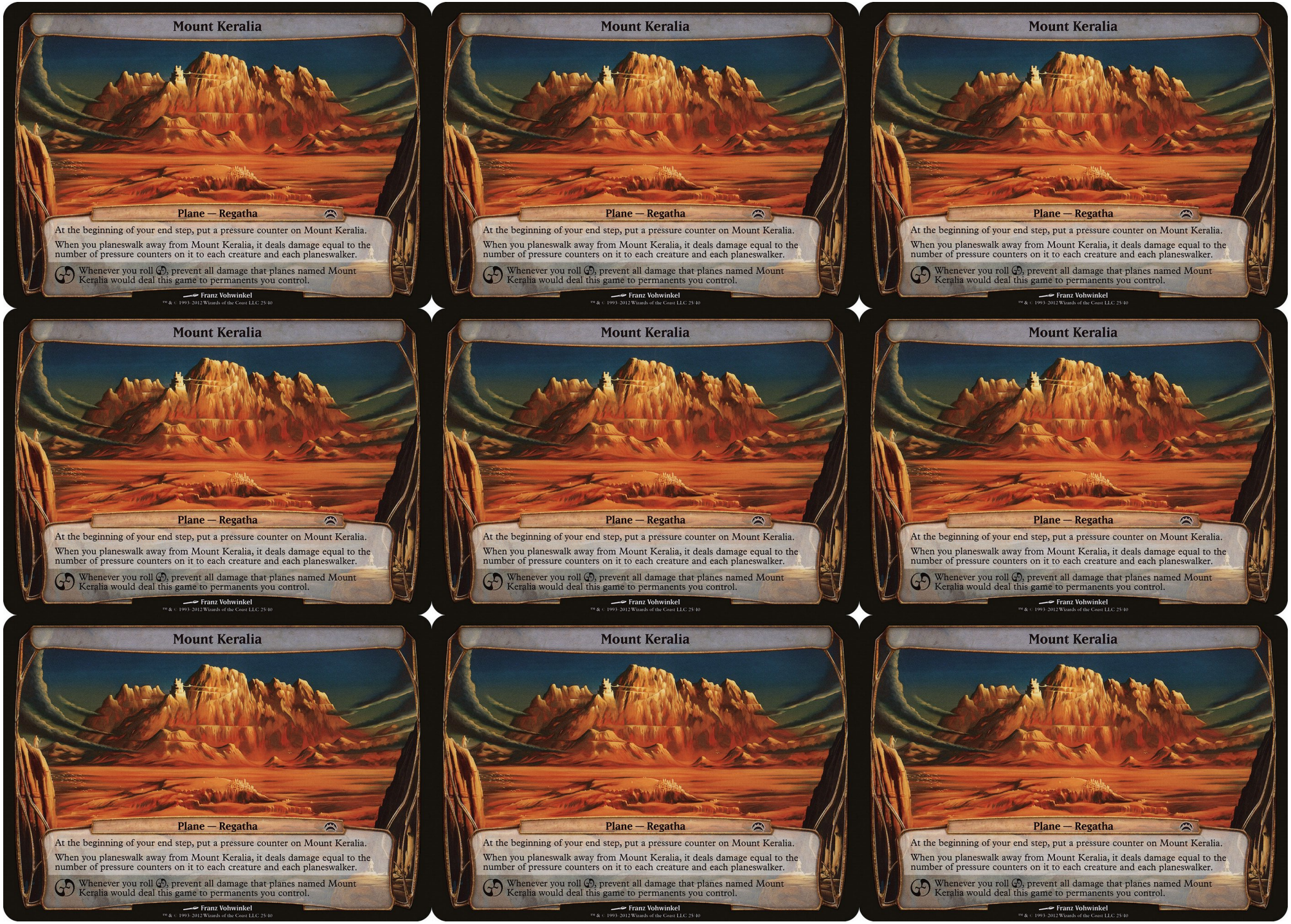
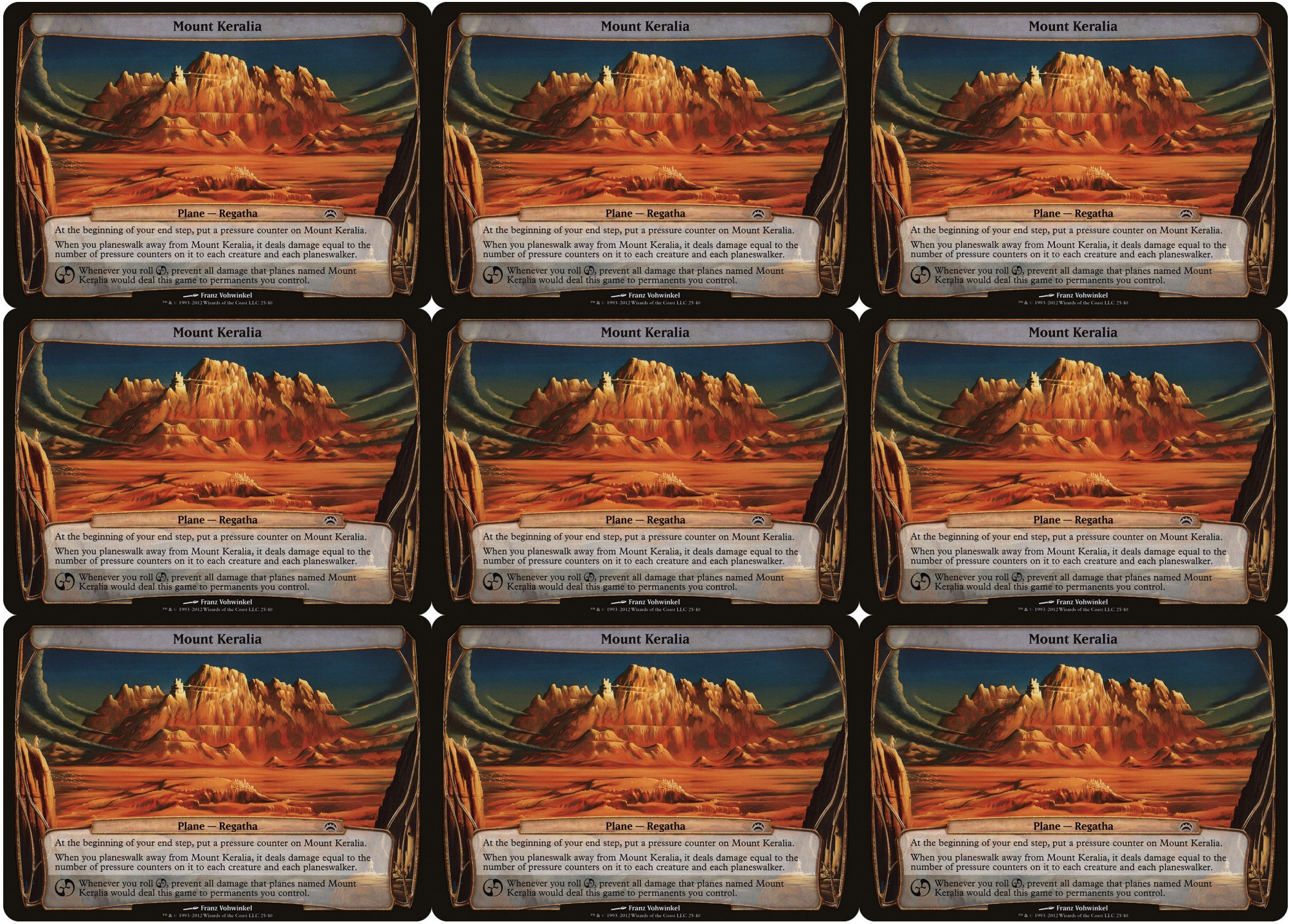
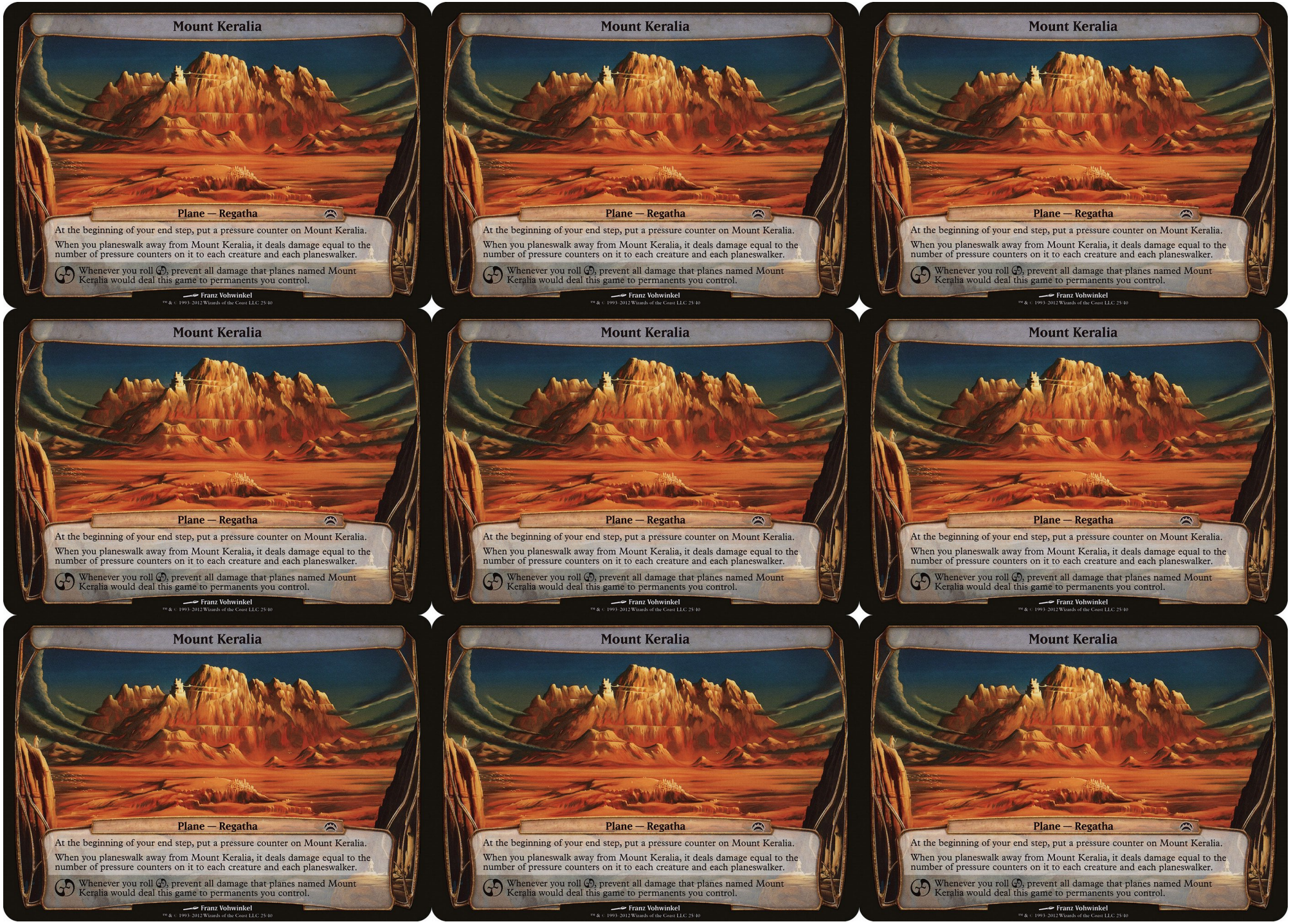

Mount Keralia
Plane — Regatha
At the beginning of your end step, put a pressure counter on Mount Keralia.
When you planeswalk away from Mount Keralia, it deals damage equal to the number of pressure counters on it to each creature and each planeswalker.
Whenever you roll , prevent all damage that planes named Mount Keralia would deal this game to permanents you control.
Franz Vohwinkel
™ & © 1993–2012 Wizards of the Coast LLC 25/40


Mount Keralia
Plane — Regatha
At the beginning of your end step, put a pressure counter on Mount Keralia.
When you planeswalk away from Mount Keralia, it deals damage equal to the number of pressure counters on it to each creature and each planeswalker.
Whenever you roll , prevent all damage that planes named Mount Keralia would deal this game to permanents you control.
Franz Vohwinkel
™ & © 1993–2012 Wizards of the Coast LLC 25/40


Mount Keralia
Plane — Regatha
At the beginning of your end step, put a pressure counter on Mount Keralia.
When you planeswalk away from Mount Keralia, it deals damage equal to the number of pressure counters on it to each creature and each planeswalker.
Whenever you roll , prevent all damage that planes named Mount Keralia would deal this game to permanents you control.
Franz Vohwinkel
™ & © 1993–2012 Wizards of the Coast LLC 25/40


Mount Keralia
Plane — Regatha
At the beginning of your end step, put a pressure counter on Mount Keralia.
When you planeswalk away from Mount Keralia, it deals damage equal to the number of pressure counters on it to each creature and each planeswalker.
Whenever you roll , prevent all damage that planes named Mount Keralia would deal this game to permanents you control.
Franz Vohwinkel
™ & © 1993–2012 Wizards of the Coast LLC 25/40