Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift



Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301

Ground Rift

Sorcery

Target creature without flying can't block this turn.

Storm *(When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)*

Some time rifts didn't take away the people but just the ground they stood on.

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 102/301