Call the Skybreaker 5



Sorcery

Put a 5/5 blue and red Elemental creature token with flying into play.

Retrace *(You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)*

It hears and answers every orison across Shadowmoor.

Randy Gallegos

™ & © 1993–2008 Wizards of the Coast, Inc. 98/180

Call the Skybreaker 5

Sorcery

Put a 5/5 blue and red Elemental creature token with flying into play.

Retrace *(You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)*

It hears and answers every orison across Shadowmoor.

Randy Gallegos

™ & © 1993–2008 Wizards of the Coast, Inc. 98/180

Call the Skybreaker 5

Sorcery

Put a 5/5 blue and red Elemental creature token with flying into play.

Retrace *(You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)*

It hears and answers every orison across Shadowmoor.

Randy Gallegos

™ & © 1993–2008 Wizards of the Coast, Inc. 98/180

Call the Skybreaker 5

Sorcery

Put a 5/5 blue and red Elemental creature token with flying into play.

Retrace *(You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)*

It hears and answers every orison across Shadowmoor.

Randy Gallegos

™ & © 1993–2008 Wizards of the Coast, Inc. 98/180