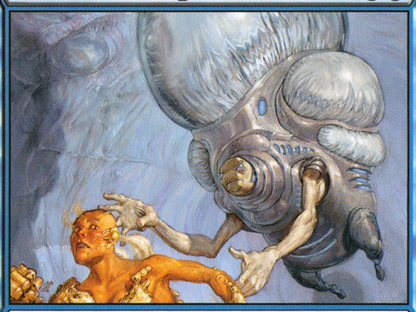
**Somber Hoverguard** 5



**Creature — Drone**

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*
Flying
*The vedalken interrogate all intruders—once the hoverguards are done with them.*

Adam Rex
™ & © 1993–2004 Wizards of the Coast, Inc. 51/306

3/2

**Somber Hoverguard** 5



**Creature — Drone**

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*
Flying
*The vedalken interrogate all intruders—once the hoverguards are done with them.*

Adam Rex
™ & © 1993–2004 Wizards of the Coast, Inc. 51/306

3/2

**Somber Hoverguard** 5



**Creature — Drone**

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*
Flying
*The vedalken interrogate all intruders—once the hoverguards are done with them.*

Adam Rex
™ & © 1993–2004 Wizards of the Coast, Inc. 51/306

3/2

**Somber Hoverguard** 5



**Creature — Drone**

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*
Flying
*The vedalken interrogate all intruders—once the hoverguards are done with them.*

Adam Rex
™ & © 1993–2004 Wizards of the Coast, Inc. 51/306

3/2

**Somber Hoverguard** 5



**Creature — Drone**

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*
Flying
*The vedalken interrogate all intruders—once the hoverguards are done with them.*

Adam Rex
™ & © 1993–2004 Wizards of the Coast, Inc. 51/306

3/2

**Somber Hoverguard** 5



**Creature — Drone**

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*
Flying
*The vedalken interrogate all intruders—once the hoverguards are done with them.*

Adam Rex
™ & © 1993–2004 Wizards of the Coast, Inc. 51/306

3/2

**Somber Hoverguard** 5



**Creature — Drone**

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*
Flying
*The vedalken interrogate all intruders—once the hoverguards are done with them.*

Adam Rex
™ & © 1993–2004 Wizards of the Coast, Inc. 51/306

3/2

**Somber Hoverguard** 5



**Creature — Drone**

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*
Flying
*The vedalken interrogate all intruders—once the hoverguards are done with them.*

Adam Rex
™ & © 1993–2004 Wizards of the Coast, Inc. 51/306

3/2

**Somber Hoverguard** 5



**Creature — Drone**

Affinity for artifacts *(This spell costs 1 less to play for each artifact you control.)*
Flying
*The vedalken interrogate all intruders—once the hoverguards are done with them.*

Adam Rex
™ & © 1993–2004 Wizards of the Coast, Inc. 51/306

3/2