Ceaseless Searblades 3R



Creature — Elemental Warrior

Whenever you play an activated ability of an Elemental, Ceaseless Searblades gets +1/+0 until end of turn.

Flamekins' fires burn cool until they decide otherwise.

Jim Murray

2/4

™ & © 1993-2007 Wizards of the Coast, Inc. 138/301

Ceaseless Searblades 3R

Creature — Elemental Warrior

Whenever you play an activated ability of an Elemental, Ceaseless Searblades gets +1/+0 until end of turn.

Flamekins' fires burn cool until they decide otherwise.

Jim Murray

2/4

™ & © 1993-2007 Wizards of the Coast, Inc. 138/301

Ceaseless Searblades 3R

Creature — Elemental Warrior

Whenever you play an activated ability of an Elemental, Ceaseless Searblades gets +1/+0 until end of turn.

Flamekins' fires burn cool until they decide otherwise.

Jim Murray

2/4

™ & © 1993-2007 Wizards of the Coast, Inc. 138/301

Ceaseless Searblades 3R

Creature — Elemental Warrior

Whenever you play an activated ability of an Elemental, Ceaseless Searblades gets +1/+0 until end of turn.

Flamekins' fires burn cool until they decide otherwise.

Jim Murray

2/4

™ & © 1993-2007 Wizards of the Coast, Inc. 138/301