










<div>5</div> <div>Skylord</div> <div> <div></div> <div>Creature</div> </div> <div>Champion</div> <div>Flying creatures cost one less mana to play.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div>	<div>2</div> <div>Wind Drake</div> <div> <div></div> <div>Creature</div> </div> <div>Flying</div> <div></div> <div> <div>2</div> <div>1</div> <div>2</div> </div>	<div>2</div> <div>Wind Drake</div> <div> <div></div> <div>Creature</div> </div> <div>Flying</div> <div></div> <div> <div>2</div> <div>1</div> <div>2</div> </div>
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<div>4</div> <div>Trisnake</div> <div> <div></div> <div>Creature</div> </div> <div>Snake</div> <div>When you play this card, draw a card.</div> <div> <div>3</div> <div>3</div> <div>3</div> </div>	<div>2</div> <div>Shrike</div> <div> <div></div> <div>Creature</div> </div> <div>Bird, Flying</div> <div>When a shrike participates in an attack that destroys at least one creature, place a counter on this card. Once per turn, you may discard a counter from this card to gain one mana.</div> <div> <div>1</div> <div>1</div> <div>1</div> </div>	<div>2</div> <div>Shrike</div> <div> <div></div> <div>Creature</div> </div> <div>Bird, Flying</div> <div>When a shrike participates in an attack that destroys at least one creature, place a counter on this card. Once per turn, you may discard a counter from this card to gain one mana.</div> <div> <div>1</div> <div>1</div> <div>1</div> </div>

<div>2</div> <div>Giant Dragonfly</div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div>Creature</div> <div>Flying</div> <div> <p>If you have a Water card in play, this creature gets +1 Attack, +1 Defense, and +1 Health.</p> </div> <div> <div>1</div> <div>1</div> <div>1</div> </div>	<div>2</div> <div>Giant Dragonfly</div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div>Creature</div> <div>Flying</div> <div> <p>If you have a Water card in play, this creature gets +1 Attack, +1 Defense, and +1 Health.</p> </div> <div> <div>1</div> <div>1</div> <div>1</div> </div>	<div>3</div> <div>Snake Charmer</div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div>Creature</div> <div></div> <div> <p>This creature gets +1 Attack and +1 Defense for each Snake you control.</p> </div> <div> <div>2</div> <div>1</div> <div>1</div> </div>
<div>3</div> <div>Lightning Spirit</div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div>Creature</div> <div></div> <div> <p>This creature gets +1 attack against flying creatures.</p> </div> <div> <div>3</div> <div>1</div> <div>1</div> </div>	<div>3</div> <div>Lightning Spirit</div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div>Creature</div> <div></div> <div> <p>This creature gets +1 attack against flying creatures.</p> </div> <div> <div>3</div> <div>1</div> <div>1</div> </div>	<div>3</div> <div>Great Eagle</div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div>Creature</div> <div>Bird, Flying</div> <div></div> <div> <div>3</div> <div>1</div> <div>2</div> </div>
<div>3</div> <div>Great Eagle</div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div>Creature</div> <div>Bird, Flying</div> <div></div> <div> <div>3</div> <div>1</div> <div>2</div> </div>	<div>4</div> <div>Air Dragon</div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div>Creature</div> <div>Dragon, Flying</div> <div></div> <div> <div>4</div> <div>2</div> <div>4</div> </div>	<div>4</div> <div>Storm Spirit</div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div>Creature</div> <div>Flying</div> <div> <p>Your opponent gets -2 Defense.</p> </div> <div> <div>4</div> <div>1</div> <div>2</div> </div>

<div>5</div> <div>Birdkeeper</div> <div><div>5</div><div>Creature</div></div> <div>Champion</div> <div>Bird cards in the same group as this creature get +1 Defense.</div> <div><div>1</div><div>2</div><div>2</div></div>	<div>5</div> <div>Roc</div> <div><div>5</div><div>Creature</div></div> <div>Bird, Flying</div> <div></div> <div><div>5</div><div>2</div><div>5</div></div>	<div>3</div> <div>White Lance</div> <div><div>3</div><div>Creature</div></div> <div>Knight</div> <div></div> <div><div>3</div><div>1</div><div>2</div></div>
<div>3</div> <div>White Lance</div> <div><div>3</div><div>Creature</div></div> <div>Knight</div> <div></div> <div><div>3</div><div>1</div><div>2</div></div>	<div>3</div> <div>White Lance</div> <div><div>3</div><div>Creature</div></div> <div>Knight</div> <div></div> <div><div>3</div><div>1</div><div>2</div></div>	<div>2</div> <div>Windriders</div> <div><div>2</div><div>Creature</div></div> <div>Flying, Knight</div> <div></div> <div><div>2</div><div>1</div><div>2</div></div>
<div>2</div> <div>Windriders</div> <div><div>2</div><div>Creature</div></div> <div>Flying, Knight</div> <div></div> <div><div>2</div><div>1</div><div>2</div></div>	<div>3</div> <div>Thunderbolt</div> <div><div>3</div><div>Spell</div></div> <div></div> <div>Target creature or outpost takes two damage.</div> <div></div> <div><div>2</div><div>1</div><div>2</div></div>	<div>3</div> <div>Thunderbolt</div> <div><div>3</div><div>Spell</div></div> <div></div> <div>Target creature or outpost takes two damage.</div> <div></div> <div></div>

<div>0</div> <div>Refresh</div> <div>  <div>Spell</div> </div> <div></div> <div>Discard your hand and draw four cards.</div>	<div>4</div> <div>Scatter</div> <div>  <div>Spell</div> </div> <div></div> <div>Return target creature to its owner's hand.</div>	<div>0</div> <div>Disperse</div> <div>  <div>Spell</div> </div> <div></div> <div>Discard a card to get a mana.</div>
<div>2</div> <div>Divebomb</div> <div>  <div>Spell</div> </div> <div></div> <div>Play this card at any time. All flying creatures you control get +1 Attack and lose any benefit of flying until the end of the combat.</div>	<div>2</div> <div>Divebomb</div> <div>  <div>Spell</div> </div> <div></div> <div>Play this card at any time. All flying creatures you control get +1 Attack and lose any benefit of flying until the end of the combat.</div>	<div>2</div> <div>Explosives</div> <div>  <div>Spell</div> </div> <div></div> <div>Target group gets +3 Attack and the opposing group gets +1 Attack.</div>
<div>3</div> <div>Murmuration</div> <div>  <div>Spell</div> </div> <div>Bird</div> <div>Pick two of the following: Reveal an upgrade on an outpost, deal one damage to target creature, or draw a card</div>	<div>3</div> <div>Murmuration</div> <div>  <div>Spell</div> </div> <div>Bird</div> <div>Pick two of the following: Reveal an upgrade on an outpost, deal one damage to target creature, or draw a card</div>	<div>2</div> <div>Record</div> <div>  <div>Spell</div> </div> <div></div> <div>Place this card under a creature. When that creature is destroyed, return it to its owner's hand.</div>

<div>1</div> <div>Wind Shift</div> <div> <div> <div></div> </div> </div> <div>Spell</div> <div>Draw a card.</div>	<div>1</div> <div>Wind Shift</div> <div> <div> <div></div> </div> </div> <div>Spell</div> <div>Draw a card.</div>	<div>2</div> <div>Airlift</div> <div> <div> <div></div> </div> </div> <div>Spell</div> <div>Play this card at any time. If a non-flying creature would be destroyed, return it to your hand instead.</div>
<div>4</div> <div>Ash Cloud</div> <div> <div> <div></div> </div> </div> <div>Spell</div> <div>All creatures your opponent control get -1 Attack and -1 Defense for each Fire card you control until the end of the turn.</div>	<div>1</div> <div>Sky Nets</div> <div> <div> <div></div> </div> </div> <div>Upgrade</div> <div>Trap</div> <div>Discard this card to cause all flying creatures in this combat to lose flying until the end of the turn.</div>	<div>1</div> <div>Sky Nets</div> <div> <div> <div></div> </div> </div> <div>Upgrade</div> <div>Trap</div> <div>Discard this card to cause all flying creatures in this combat to lose flying until the end of the turn.</div>
<div>4</div> <div>Cloud Spire</div> <div> <div> <div></div> </div> </div> <div>Upgrade</div> <div>Flying creatures defending this outpost get +1 health.</div>	<div>4</div> <div>City of the Clouds</div> <div> <div> <div></div> </div> </div> <div>Upgrade</div> <div>Only flying creatures can attack this outpost, and only flying creatures can defend this outpost.</div>	<div>4</div> <div>Ever Renewing</div> <div> <div> <div></div> </div> </div> <div>Upgrade</div> <div>Once per turn, you may spend one mana to repair this outpost by one.</div>