Ordered Migration 3



Sorcery

Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

"Birds reach all parts of the world," said Barrin. "They will make excellent scouts."

Illus. Heather Hudson

©1993–2000 Wizards of the Coast, Inc. 258/350

Ordered Migration 3

Sorcery

Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

"Birds reach all parts of the world," said Barrin. "They will make excellent scouts."

Illus. Heather Hudson

©1993–2000 Wizards of the Coast, Inc. 258/350

Ordered Migration 3

Sorcery

Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

"Birds reach all parts of the world," said Barrin. "They will make excellent scouts."

Illus. Heather Hudson

©1993–2000 Wizards of the Coast, Inc. 258/350

Ordered Migration 3

Sorcery

Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

"Birds reach all parts of the world," said Barrin. "They will make excellent scouts."

Illus. Heather Hudson

©1993–2000 Wizards of the Coast, Inc. 258/350

Ordered Migration 3

Sorcery

Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

"Birds reach all parts of the world," said Barrin. "They will make excellent scouts."

Illus. Heather Hudson

©1993–2000 Wizards of the Coast, Inc. 258/350

Ordered Migration 3

Sorcery

Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

"Birds reach all parts of the world," said Barrin. "They will make excellent scouts."

Illus. Heather Hudson

©1993–2000 Wizards of the Coast, Inc. 258/350

Ordered Migration 3

Sorcery

Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

"Birds reach all parts of the world," said Barrin. "They will make excellent scouts."

Illus. Heather Hudson

©1993–2000 Wizards of the Coast, Inc. 258/350

Ordered Migration 3

Sorcery

Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

"Birds reach all parts of the world," said Barrin. "They will make excellent scouts."

Illus. Heather Hudson

©1993–2000 Wizards of the Coast, Inc. 258/350

Ordered Migration 3

Sorcery

Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

"Birds reach all parts of the world," said Barrin. "They will make excellent scouts."

Illus. Heather Hudson

©1993–2000 Wizards of the Coast, Inc. 258/350

Ordered Migration 3

Sorcery

Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

"Birds reach all parts of the world," said Barrin. "They will make excellent scouts."

Illus. Heather Hudson

©1993–2000 Wizards of the Coast, Inc. 258/350