Wind Sail 1U



Sorcery

Any one or two creatures gain flying until the end of the turn.

It pays to be at home both on the sea and *in the sky.*

Illus. Matt Stawicki

© 1993–1998 Wizards of the Coast, Inc.

Wind Sail 1U



Sorcery

Any one or two creatures gain flying until the end of the turn.

It pays to be at home both on the sea and *in the sky.*

Illus. Matt Stawicki

© 1993–1998 Wizards of the Coast, Inc.

Wind Sail 1U



Sorcery

Any one or two creatures gain flying until the end of the turn.

It pays to be at home both on the sea and *in the sky.*

Illus. Matt Stawicki

© 1993–1998 Wizards of the Coast, Inc.

Wind Sail 1U



Sorcery

Any one or two creatures gain flying until the end of the turn.

It pays to be at home both on the sea and *in the sky.*

Illus. Matt Stawicki

© 1993–1998 Wizards of the Coast, Inc.