
One With the Wind
1
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has flying.
"River and sea, jungle and sky. Water flows freely between the two halves of the world. We are creatures of the water."
—Shaper Tuvasa
064/279 C
XLN • EN
Naomi Baker
™ & © 2017 Wizards of the Coast


One With the Wind
1
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has flying.
"River and sea, jungle and sky. Water flows freely between the two halves of the world. We are creatures of the water."
—Shaper Tuvasa
064/279 C
XLN • EN
Naomi Baker
™ & © 2017 Wizards of the Coast


One With the Wind
1
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has flying.
"River and sea, jungle and sky. Water flows freely between the two halves of the world. We are creatures of the water."
—Shaper Tuvasa
064/279 C
XLN • EN
Naomi Baker
™ & © 2017 Wizards of the Coast


One With the Wind
1
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has flying.
"River and sea, jungle and sky. Water flows freely between the two halves of the world. We are creatures of the water."
—Shaper Tuvasa
064/279 C
XLN • EN
Naomi Baker
™ & © 2017 Wizards of the Coast