Kitesail 2



Artifact — Equipment

Equipped creature gets +1/+0 and has flying.

Equip 2 (2: *Attach to target creature you control. Equip only as a sorcery.*)

Kitesailing is a way of life—and without practice, the end of it.

Cyril Van Der Haegen

™ & © 1993–2012 Wizards of the Coast LLC 208/249

Kitesail 2

Artifact — Equipment

Equipped creature gets +1/+0 and has flying.

Equip 2 (2: *Attach to target creature you control. Equip only as a sorcery.*)

Kitesailing is a way of life—and without practice, the end of it.

Cyril Van Der Haegen

™ & © 1993–2012 Wizards of the Coast LLC 208/249

Kitesail 2

Artifact — Equipment

Equipped creature gets +1/+0 and has flying.

Equip 2 (2: *Attach to target creature you control. Equip only as a sorcery.*)

Kitesailing is a way of life—and without practice, the end of it.

Cyril Van Der Haegen

™ & © 1993–2012 Wizards of the Coast LLC 208/249

Kitesail 2

Artifact — Equipment

Equipped creature gets +1/+0 and has flying.

Equip 2 (2: *Attach to target creature you control. Equip only as a sorcery.*)

Kitesailing is a way of life—and without practice, the end of it.

Cyril Van Der Haegen

™ & © 1993–2012 Wizards of the Coast LLC 208/249