Wind Sail 1



Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1



Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1



Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1



Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173

Wind Sail 1

Sorcery

One or two target creatures gain flying until end of turn.

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

Illus. Matt Stawicki

©1993, 1999 Wizards of the Coast, Inc. 62/173