Flickerwisp {1}{W}{W}



Creature — Elemental

Flying

When Flickerwisp comes into play, remove another target permanent from the game. Return that card to play under its owner's control at end of turn.

Its wings disturb more than air.

3/1

Jeremy Enecio

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Flickerwisp {1}{W}{W}

Creature — Elemental

Flying

When Flickerwisp comes into play, remove another target permanent from the game. Return that card to play under its owner's control at end of turn.

Its wings disturb more than air.

3/1

Jeremy Enecio

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Flickerwisp {1}{W}{W}

Creature — Elemental

Flying

When Flickerwisp comes into play, remove another target permanent from the game. Return that card to play under its owner's control at end of turn.

Its wings disturb more than air.

3/1

Jeremy Enecio

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Flickerwisp {1}{W}{W}

Creature — Elemental

Flying

When Flickerwisp comes into play, remove another target permanent from the game. Return that card to play under its owner's control at end of turn.

Its wings disturb more than air.

3/1

Jeremy Enecio

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Flickerwisp {1}{W}{W}

Creature — Elemental

Flying

When Flickerwisp comes into play, remove another target permanent from the game. Return that card to play under its owner's control at end of turn.

Its wings disturb more than air.

3/1

Jeremy Enecio

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Flickerwisp {1}{W}{W}

Creature — Elemental

Flying

When Flickerwisp comes into play, remove another target permanent from the game. Return that card to play under its owner's control at end of turn.

Its wings disturb more than air.

3/1

Jeremy Enecio

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Flickerwisp {1}{W}{W}

Creature — Elemental

Flying

When Flickerwisp comes into play, remove another target permanent from the game. Return that card to play under its owner's control at end of turn.

Its wings disturb more than air.

3/1

Jeremy Enecio

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Flickerwisp {1}{W}{W}

Creature — Elemental

Flying

When Flickerwisp comes into play, remove another target permanent from the game. Return that card to play under its owner's control at end of turn.

Its wings disturb more than air.

3/1

Jeremy Enecio

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180

Flickerwisp {1}{W}{W}

Creature — Elemental

Flying

When Flickerwisp comes into play, remove another target permanent from the game. Return that card to play under its owner's control at end of turn.

Its wings disturb more than air.

3/1

Jeremy Enecio

™ & © 1993–2008 Wizards of the Coast, Inc. 6/180