Wonder 3 blue



Creature — Incarnation

Flying

As long as Wonder is in your graveyard and you control an Island, creatures you control have flying.

"The awestruck birds gazed at Wonder. Slowly, timidly, they rose into the air."
—Scroll of Beginnings

2/2

077/249 U
EMA • EN Rebecca Guay

™ & © 2016 Wizards of the Coast

Wonder 3 blue



Creature — Incarnation

Flying

As long as Wonder is in your graveyard and you control an Island, creatures you control have flying.

"The awestruck birds gazed at Wonder. Slowly, timidly, they rose into the air."
—Scroll of Beginnings

2/2

077/249 U
EMA • EN Rebecca Guay

™ & © 2016 Wizards of the Coast

Wonder 3 blue



Creature — Incarnation

Flying

As long as Wonder is in your graveyard and you control an Island, creatures you control have flying.

"The awestruck birds gazed at Wonder. Slowly, timidly, they rose into the air."
—Scroll of Beginnings

2/2

077/249 U
EMA • EN Rebecca Guay

™ & © 2016 Wizards of the Coast

Wonder 3 blue



Creature — Incarnation

Flying

As long as Wonder is in your graveyard and you control an Island, creatures you control have flying.

"The awestruck birds gazed at Wonder. Slowly, timidly, they rose into the air."
—Scroll of Beginnings

2/2

077/249 U
EMA • EN Rebecca Guay

™ & © 2016 Wizards of the Coast