
Master of Winds
Creature — Sphinx Wizard
Flying
When Master of Winds enters the battlefield, draw two cards, then discard a card.
Whenever you cast an instant, sorcery, or Wizard spell, you may have Master of Winds's base power and toughness become 4/1 or 1/4 until end of turn.
1/4
331 R
ZNR • EN Yigit Koroglu
™ & © 2020 Wizards of the Coast


Master of Winds
Creature — Sphinx Wizard
Flying
When Master of Winds enters the battlefield, draw two cards, then discard a card.
Whenever you cast an instant, sorcery, or Wizard spell, you may have Master of Winds's base power and toughness become 4/1 or 1/4 until end of turn.
1/4
331 R
ZNR • EN Yigit Koroglu
™ & © 2020 Wizards of the Coast


Master of Winds
Creature — Sphinx Wizard
Flying
When Master of Winds enters the battlefield, draw two cards, then discard a card.
Whenever you cast an instant, sorcery, or Wizard spell, you may have Master of Winds's base power and toughness become 4/1 or 1/4 until end of turn.
1/4
331 R
ZNR • EN Yigit Koroglu
™ & © 2020 Wizards of the Coast


Master of Winds
Creature — Sphinx Wizard
Flying
When Master of Winds enters the battlefield, draw two cards, then discard a card.
Whenever you cast an instant, sorcery, or Wizard spell, you may have Master of Winds's base power and toughness become 4/1 or 1/4 until end of turn.
1/4
331 R
ZNR • EN Yigit Koroglu
™ & © 2020 Wizards of the Coast