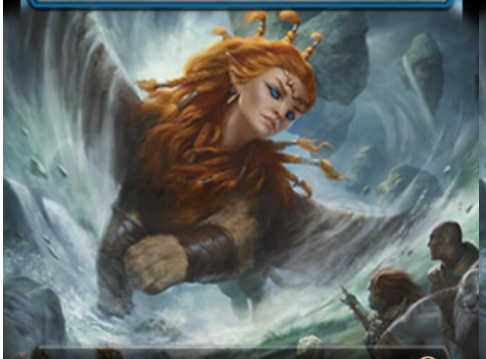
Master of Winds 2UU



Creature — Sphinx Wizard

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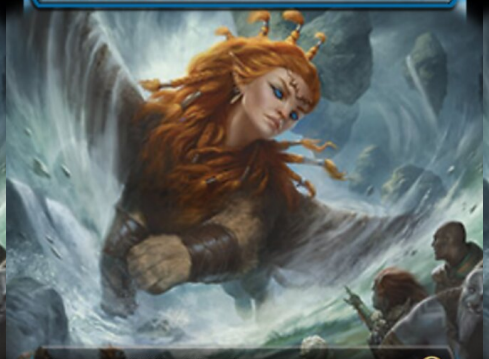
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PRM • EN

Master of Winds 2UU



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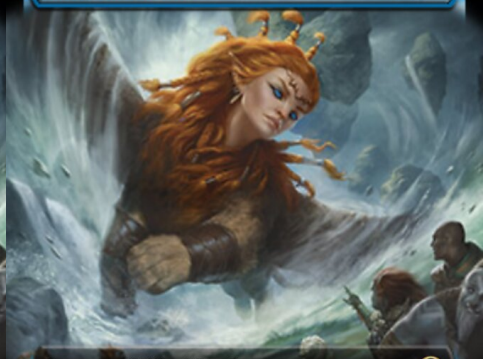
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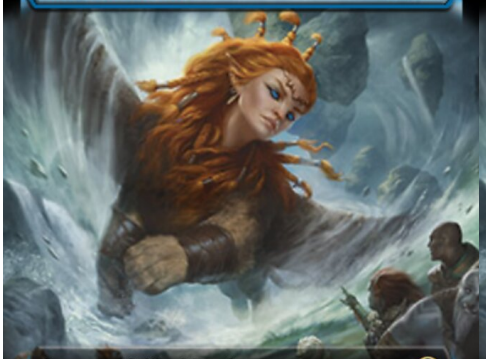
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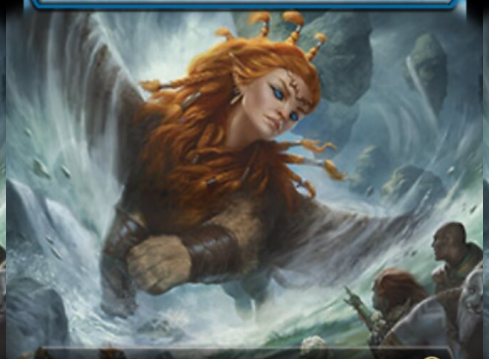
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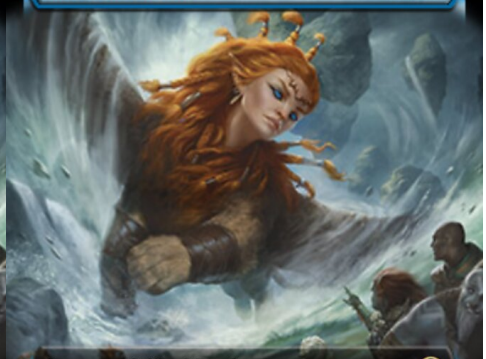
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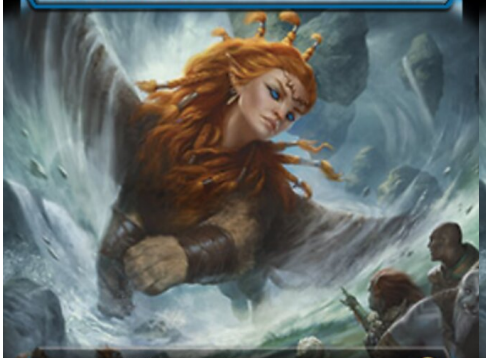
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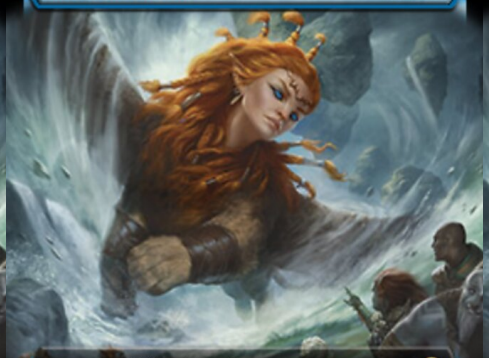
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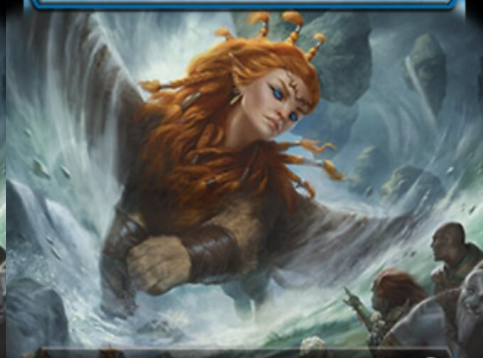
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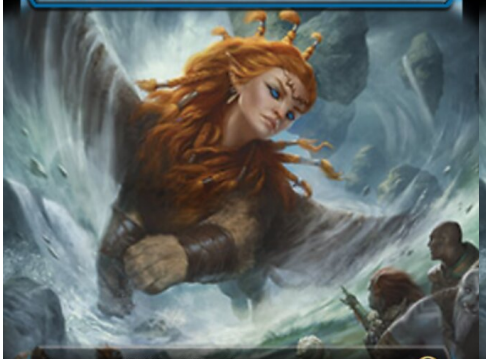
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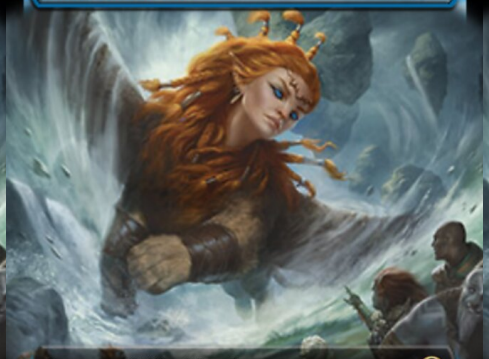
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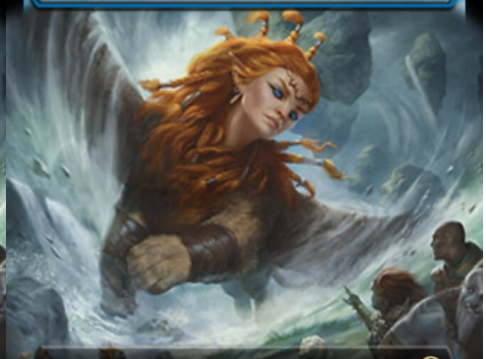
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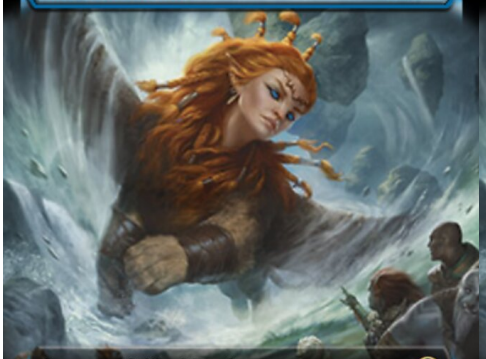
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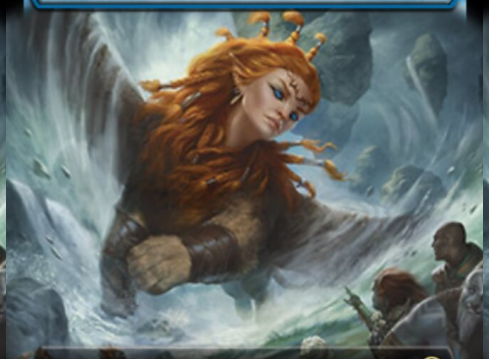
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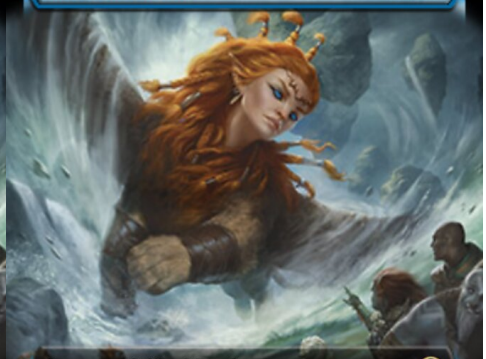
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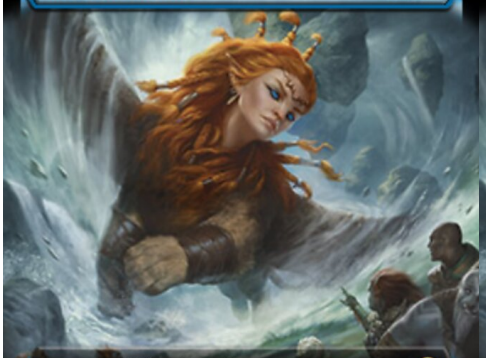
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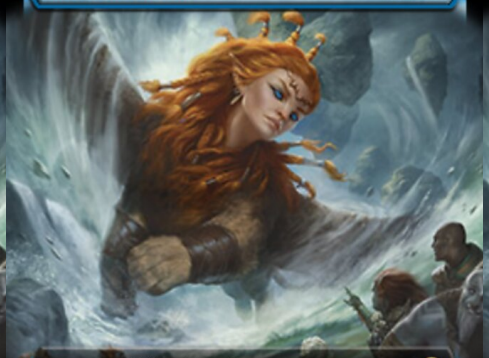
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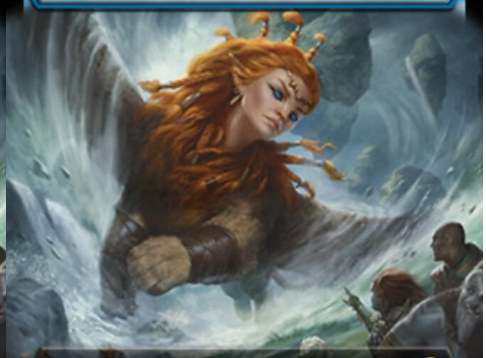
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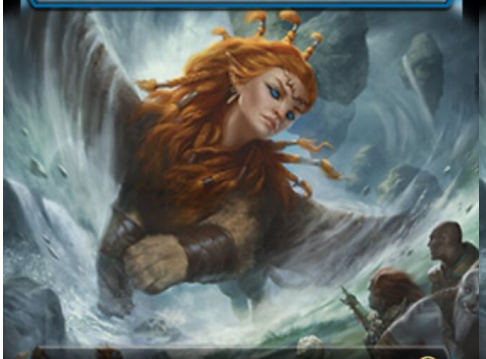
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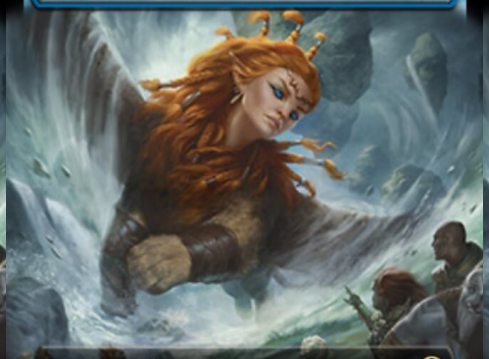
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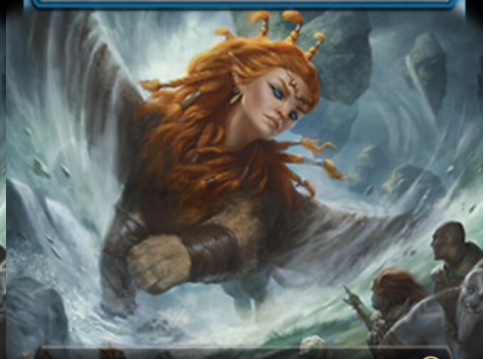
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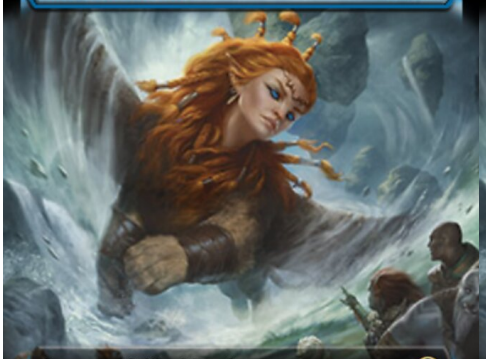
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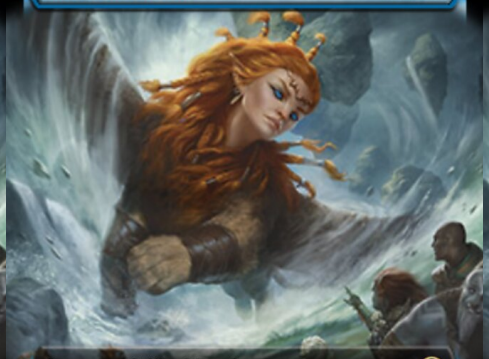
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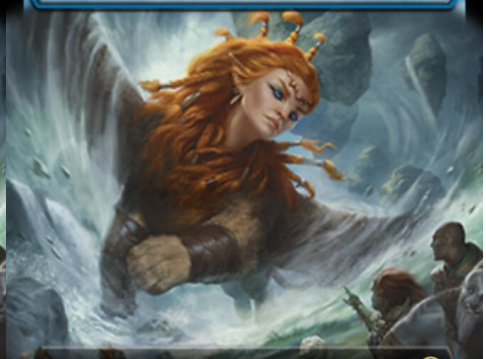
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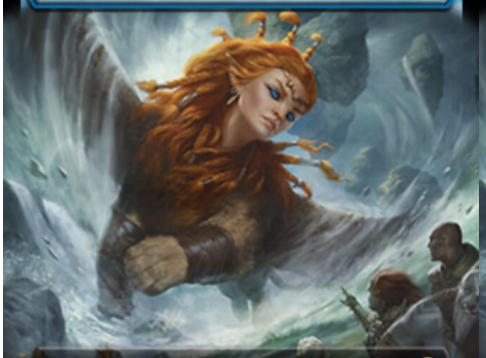
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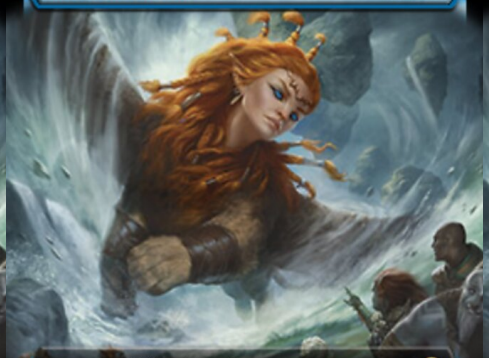
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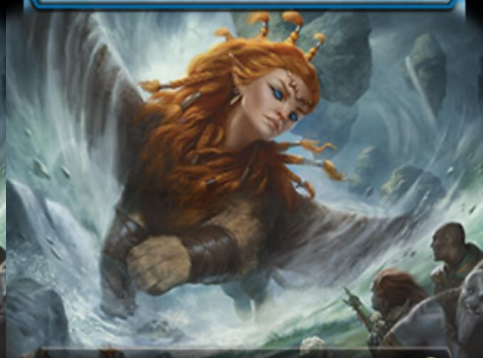
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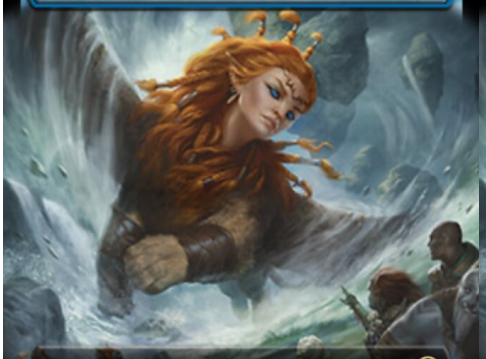
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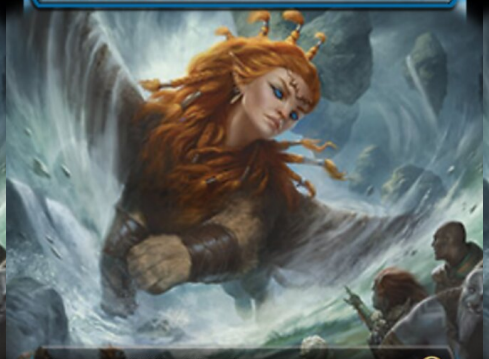
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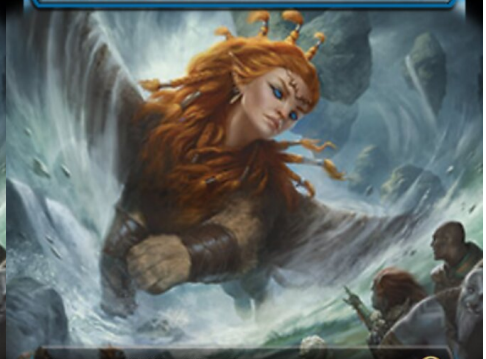
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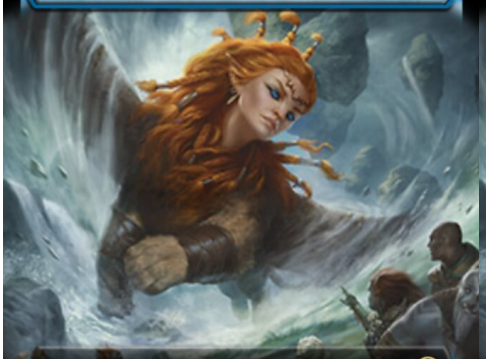
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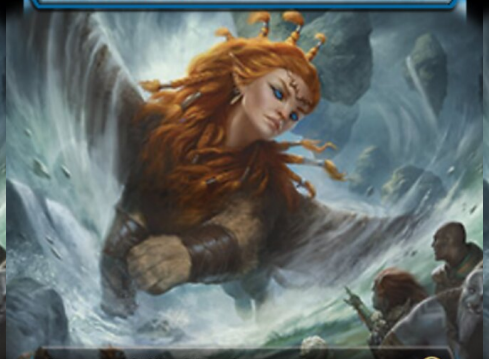
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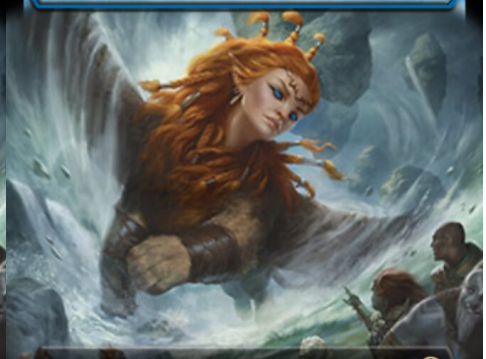
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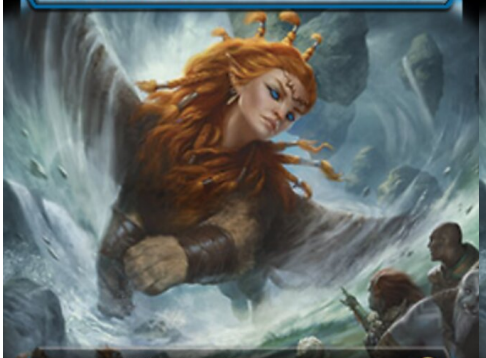
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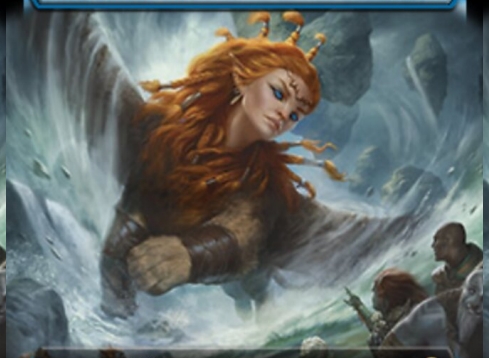
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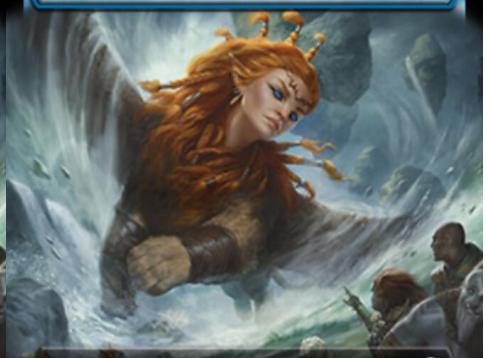
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Flying

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

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