Master of Winds 2 🔵🔵



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

068/280 R
ZNR ★EN Yigit Koroglu

™ & © 2020 Wizards of the Coast

Master of Winds 2 🔵🔵

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

068/280 R
ZNR ★EN Yigit Koroglu

™ & © 2020 Wizards of the Coast

Master of Winds 2 🔵🔵

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

068/280 R
ZNR ★EN Yigit Koroglu

™ & © 2020 Wizards of the Coast

Master of Winds 2 🔵🔵

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

068/280 R
ZNR ★EN Yigit Koroglu

™ & © 2020 Wizards of the Coast

Master of Winds 2 🔵🔵

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

068/280 R
ZNR ★EN Yigit Koroglu

™ & © 2020 Wizards of the Coast

Master of Winds 2 🔵🔵

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

068/280 R
ZNR ★EN Yigit Koroglu

™ & © 2020 Wizards of the Coast

Master of Winds 2 🔵🔵

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

068/280 R
ZNR ★EN Yigit Koroglu

™ & © 2020 Wizards of the Coast

Master of Winds 2 🔵🔵

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

068/280 R
ZNR ★EN Yigit Koroglu

™ & © 2020 Wizards of the Coast