Wonder 3



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

Illus. Rebecca Guay

™ & © 1993-2002 Wizards of the Coast, Inc. 54/143

2/2

Wonder 3

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

Illus. Rebecca Guay

™ & © 1993-2002 Wizards of the Coast, Inc. 54/143

2/2

Wonder 3

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

Illus. Rebecca Guay

™ & © 1993-2002 Wizards of the Coast, Inc. 54/143

2/2

Wonder 3

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

Illus. Rebecca Guay

™ & © 1993-2002 Wizards of the Coast, Inc. 54/143

2/2

Wonder 3

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

Illus. Rebecca Guay

™ & © 1993-2002 Wizards of the Coast, Inc. 54/143

2/2

Wonder 3

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

Illus. Rebecca Guay

™ & © 1993-2002 Wizards of the Coast, Inc. 54/143

2/2

Wonder 3

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

Illus. Rebecca Guay

™ & © 1993-2002 Wizards of the Coast, Inc. 54/143

2/2

Wonder 3

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

Illus. Rebecca Guay

™ & © 1993-2002 Wizards of the Coast, Inc. 54/143

2/2

Wonder 3

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

Illus. Rebecca Guay

™ & © 1993-2002 Wizards of the Coast, Inc. 54/143

2/2