Gust Walker {1}{W}



Creature — Human Wizard

You may exert Gust Walker as it attacks. When you do, it gets +1/+1 and gains flying until end of turn. *(An exerted creature won't untap during your next untap step.)*

"I'm never unarmed."

2/2

017/269 C
AKH • EN Jason Rainville

™ & © 2017 Wizards of the Coast

Gust Walker {1}{W}

Creature — Human Wizard

You may exert Gust Walker as it attacks. When you do, it gets +1/+1 and gains flying until end of turn. *(An exerted creature won't untap during your next untap step.)*

"I'm never unarmed."

2/2

017/269 C
AKH • EN Jason Rainville

™ & © 2017 Wizards of the Coast

Gust Walker {1}{W}

Creature — Human Wizard

You may exert Gust Walker as it attacks. When you do, it gets +1/+1 and gains flying until end of turn. *(An exerted creature won't untap during your next untap step.)*

"I'm never unarmed."

2/2

017/269 C
AKH • EN Jason Rainville

™ & © 2017 Wizards of the Coast

Gust Walker {1}{W}



Creature — Human Wizard

You may exert Gust Walker as it attacks. When you do, it gets +1/+1 and gains flying until end of turn. *(An exerted creature won't untap during your next untap step.)*

"I'm never unarmed."

2/2

017/269 C
AKH • EN Jason Rainville

™ & © 2017 Wizards of the Coast

Gust Walker {1}{W}

Creature — Human Wizard

You may exert Gust Walker as it attacks. When you do, it gets +1/+1 and gains flying until end of turn. *(An exerted creature won't untap during your next untap step.)*

"I'm never unarmed."

2/2

017/269 C
AKH • EN Jason Rainville

™ & © 2017 Wizards of the Coast

Gust Walker {1}{W}

Creature — Human Wizard

You may exert Gust Walker as it attacks. When you do, it gets +1/+1 and gains flying until end of turn. *(An exerted creature won't untap during your next untap step.)*

"I'm never unarmed."

2/2

017/269 C
AKH • EN Jason Rainville

™ & © 2017 Wizards of the Coast

Gust Walker {1}{W}



Creature — Human Wizard

You may exert Gust Walker as it attacks. When you do, it gets +1/+1 and gains flying until end of turn. *(An exerted creature won't untap during your next untap step.)*

"I'm never unarmed."

2/2

017/269 C
AKH • EN Jason Rainville

™ & © 2017 Wizards of the Coast

Gust Walker {1}{W}

Creature — Human Wizard

You may exert Gust Walker as it attacks. When you do, it gets +1/+1 and gains flying until end of turn. *(An exerted creature won't untap during your next untap step.)*

"I'm never unarmed."

2/2

017/269 C
AKH • EN Jason Rainville

™ & © 2017 Wizards of the Coast

Gust Walker {1}{W}

Creature — Human Wizard

You may exert Gust Walker as it attacks. When you do, it gets +1/+1 and gains flying until end of turn. *(An exerted creature won't untap during your next untap step.)*

"I'm never unarmed."

2/2

017/269 C
AKH • EN Jason Rainville

™ & © 2017 Wizards of the Coast