
The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast


The Zephyr Maze
Plane — Kyneth
Creatures with flying get +2/+0.
Creatures without flying get -2/-0.
Whenever you roll C, target creature gains flying until end of turn.
RK POST
086/086 PCA • EN ™ & © 2016 Wizards of the Coast