Windborne Charge {2}{W}{W}



Sorcery

Two target creatures you control each get +2/+2 and gain flying until end of turn.

The merfolk call the sky goddess Emeria. The kor call her Kamsa. The two races agree on little except that she offers many blessings to the faithful.

100/221 U
CN2 • EN ✒ Ryan Pancoast

™ & © 2016 Wizards of the Coast

Windborne Charge {2}{W}{W}



Sorcery

Two target creatures you control each get +2/+2 and gain flying until end of turn.

The merfolk call the sky goddess Emeria. The kor call her Kamsa. The two races agree on little except that she offers many blessings to the faithful.

100/221 U
CN2 • EN ✒ Ryan Pancoast

™ & © 2016 Wizards of the Coast

Windborne Charge {2}{W}{W}



Sorcery

Two target creatures you control each get +2/+2 and gain flying until end of turn.

The merfolk call the sky goddess Emeria. The kor call her Kamsa. The two races agree on little except that she offers many blessings to the faithful.

100/221 U
CN2 • EN ✒ Ryan Pancoast

™ & © 2016 Wizards of the Coast

Windborne Charge {2}{W}{W}



Sorcery

Two target creatures you control each get +2/+2 and gain flying until end of turn.

The merfolk call the sky goddess Emeria. The kor call her Kamsa. The two races agree on little except that she offers many blessings to the faithful.

100/221 U
CN2 • EN ✒ Ryan Pancoast

™ & © 2016 Wizards of the Coast