

Soar

1



Enchant Creature

You may choose to play Soar as an instant; if you do, bury it at end of turn. Enchanted creature gets +0/+1 and gains flying.

*"Would you give up your hands to fly?
That is what the birds have done."
—The One Thousand Questions*

Illus. Tony Roberts

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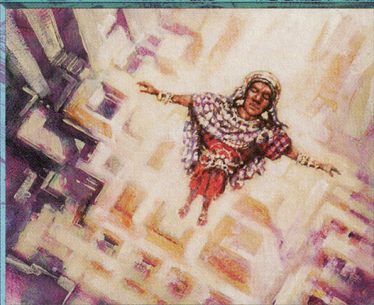
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