Sparkshaper Visionary 2 {U}



Creature — Human Wizard

At the beginning of combat on your turn, choose any number of target planeswalkers you control. Until end of turn, they become 3/3 blue Bird creatures with flying, hexproof, and "Whenever this creature deals combat damage to a player, scry 1." *(They're no longer planeswalkers. Loyalty abilities can still be activated.)*

0/5

R 0758
CMM • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Sparkshaper Visionary 2 {U}

Creature — Human Wizard

At the beginning of combat on your turn, choose any number of target planeswalkers you control. Until end of turn, they become 3/3 blue Bird creatures with flying, hexproof, and "Whenever this creature deals combat damage to a player, scry 1." *(They're no longer planeswalkers. Loyalty abilities can still be activated.)*

0/5

R 0758
CMM • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Sparkshaper Visionary 2 {U}

Creature — Human Wizard

At the beginning of combat on your turn, choose any number of target planeswalkers you control. Until end of turn, they become 3/3 blue Bird creatures with flying, hexproof, and "Whenever this creature deals combat damage to a player, scry 1." *(They're no longer planeswalkers. Loyalty abilities can still be activated.)*

0/5

R 0758
CMM • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Sparkshaper Visionary 2 {U}

Creature — Human Wizard

At the beginning of combat on your turn, choose any number of target planeswalkers you control. Until end of turn, they become 3/3 blue Bird creatures with flying, hexproof, and "Whenever this creature deals combat damage to a player, scry 1." *(They're no longer planeswalkers. Loyalty abilities can still be activated.)*

0/5

R 0758
CMM • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Sparkshaper Visionary 2 {U}

Creature — Human Wizard

At the beginning of combat on your turn, choose any number of target planeswalkers you control. Until end of turn, they become 3/3 blue Bird creatures with flying, hexproof, and "Whenever this creature deals combat damage to a player, scry 1." *(They're no longer planeswalkers. Loyalty abilities can still be activated.)*

0/5

R 0758
CMM • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Sparkshaper Visionary 2 {U}

Creature — Human Wizard

At the beginning of combat on your turn, choose any number of target planeswalkers you control. Until end of turn, they become 3/3 blue Bird creatures with flying, hexproof, and "Whenever this creature deals combat damage to a player, scry 1." *(They're no longer planeswalkers. Loyalty abilities can still be activated.)*

0/5

R 0758
CMM • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Sparkshaper Visionary 2 {U}

Creature — Human Wizard

At the beginning of combat on your turn, choose any number of target planeswalkers you control. Until end of turn, they become 3/3 blue Bird creatures with flying, hexproof, and "Whenever this creature deals combat damage to a player, scry 1." *(They're no longer planeswalkers. Loyalty abilities can still be activated.)*

0/5

R 0758
CMM • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Sparkshaper Visionary 2 {U}

Creature — Human Wizard

At the beginning of combat on your turn, choose any number of target planeswalkers you control. Until end of turn, they become 3/3 blue Bird creatures with flying, hexproof, and "Whenever this creature deals combat damage to a player, scry 1." *(They're no longer planeswalkers. Loyalty abilities can still be activated.)*

0/5

R 0758
CMM • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast

Sparkshaper Visionary 2 {U}

Creature — Human Wizard

At the beginning of combat on your turn, choose any number of target planeswalkers you control. Until end of turn, they become 3/3 blue Bird creatures with flying, hexproof, and "Whenever this creature deals combat damage to a player, scry 1." *(They're no longer planeswalkers. Loyalty abilities can still be activated.)*

0/5

R 0758
CMM • EN Svetlin Velinov
™ & © 2023 Wizards of the Coast