Eidolon of Astral Winds



Enchantment Creature — Spirit

Vigilance

Constellation — Whenever Eidolon of Astral Winds or another enchantment you control enters, choose target creature you control. Until end of turn, that creature has base power and toughness 4/4 and gains flying.

2/4

R 0002
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Eidolon of Astral Winds

Enchantment Creature — Spirit

Vigilance

Constellation — Whenever Eidolon of Astral Winds or another enchantment you control enters, choose target creature you control. Until end of turn, that creature has base power and toughness 4/4 and gains flying.

2/4

R 0002
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Eidolon of Astral Winds

Enchantment Creature — Spirit

Vigilance

Constellation — Whenever Eidolon of Astral Winds or another enchantment you control enters, choose target creature you control. Until end of turn, that creature has base power and toughness 4/4 and gains flying.

2/4

R 0002
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Eidolon of Astral Winds

Enchantment Creature — Spirit

Vigilance

Constellation — Whenever Eidolon of Astral Winds or another enchantment you control enters, choose target creature you control. Until end of turn, that creature has base power and toughness 4/4 and gains flying.

2/4

R 0002
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Eidolon of Astral Winds

Enchantment Creature — Spirit

Vigilance

Constellation — Whenever Eidolon of Astral Winds or another enchantment you control enters, choose target creature you control. Until end of turn, that creature has base power and toughness 4/4 and gains flying.

2/4

R 0002
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Eidolon of Astral Winds

Enchantment Creature — Spirit

Vigilance

Constellation — Whenever Eidolon of Astral Winds or another enchantment you control enters, choose target creature you control. Until end of turn, that creature has base power and toughness 4/4 and gains flying.

2/4

R 0002
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Eidolon of Astral Winds

Enchantment Creature — Spirit

Vigilance

Constellation — Whenever Eidolon of Astral Winds or another enchantment you control enters, choose target creature you control. Until end of turn, that creature has base power and toughness 4/4 and gains flying.

2/4

R 0002
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Eidolon of Astral Winds

Enchantment Creature — Spirit

Vigilance

Constellation — Whenever Eidolon of Astral Winds or another enchantment you control enters, choose target creature you control. Until end of turn, that creature has base power and toughness 4/4 and gains flying.

2/4

R 0002
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Eidolon of Astral Winds

Enchantment Creature — Spirit

Vigilance

Constellation — Whenever Eidolon of Astral Winds or another enchantment you control enters, choose target creature you control. Until end of turn, that creature has base power and toughness 4/4 and gains flying.

2/4

R 0002
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast