Wee Dragonauts 1



Creature — Faerie Wizard

Flying

Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

"The blazekite is a simple concept, really—just a vehicular application of dragscoop ionics and electropropulsion magnetronics."
—Juzba, Izzet tinker

1/3

Greg Staples

Wee Dragonauts 1

Creature — Faerie Wizard

Flying

Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

"The blazekite is a simple concept, really—just a vehicular application of dragscoop ionics and electropropulsion magnetronics."
—Juzba, Izzet tinker

1/3

Greg Staples

Wee Dragonauts 1

Creature — Faerie Wizard

Flying

Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

"The blazekite is a simple concept, really—just a vehicular application of dragscoop ionics and electropropulsion magnetronics."
—Juzba, Izzet tinker

1/3

Greg Staples

Wee Dragonauts 1

Creature — Faerie Wizard

Flying

Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

"The blazekite is a simple concept, really—just a vehicular application of dragscoop ionics and electropropulsion magnetronics."
—Juzba, Izzet tinker

1/3

Greg Staples

Wee Dragonauts 1

Creature — Faerie Wizard

Flying

Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

"The blazekite is a simple concept, really—just a vehicular application of dragscoop ionics and electropropulsion magnetronics."
—Juzba, Izzet tinker

1/3

Greg Staples

Wee Dragonauts 1

Creature — Faerie Wizard

Flying

Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

"The blazekite is a simple concept, really—just a vehicular application of dragscoop ionics and electropropulsion magnetronics."
—Juzba, Izzet tinker

1/3

Greg Staples

Wee Dragonauts 1

Creature — Faerie Wizard

Flying

Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

"The blazekite is a simple concept, really—just a vehicular application of dragscoop ionics and electropropulsion magnetronics."
—Juzba, Izzet tinker

1/3

Greg Staples

Wee Dragonauts 1

Creature — Faerie Wizard

Flying

Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

"The blazekite is a simple concept, really—just a vehicular application of dragscoop ionics and electropropulsion magnetronics."
—Juzba, Izzet tinker

1/3

Greg Staples

Wee Dragonauts 1

Creature — Faerie Wizard

Flying

Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

"The blazekite is a simple concept, really—just a vehicular application of dragscoop ionics and electropropulsion magnetronics."
—Juzba, Izzet tinker

1/3

Greg Staples