
Wee Dragonauts
Creature — Faerie Wizard
Flying
Whenever you play 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
Greg Staples
1/3
™ & © 1993–2006 Wizards of the Coast, Inc. 137/165


Wee Dragonauts
Creature — Faerie Wizard
Flying
Whenever you play 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
Greg Staples
1/3
™ & © 1993–2006 Wizards of the Coast, Inc. 137/165


Wee Dragonauts
Creature — Faerie Wizard
Flying
Whenever you play 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
Greg Staples
1/3
™ & © 1993–2006 Wizards of the Coast, Inc. 137/165


Wee Dragonauts
Creature — Faerie Wizard
Flying
Whenever you play 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
Greg Staples
1/3
™ & © 1993–2006 Wizards of the Coast, Inc. 137/165