Momo, Friendly Flier



Legendary Creature — Lemur Bat Ally

Flying

The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast.

Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

1/1

R 0029
TLA ★ EN
Brandon L Hunt

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Momo, Friendly Flier

Legendary Creature — Lemur Bat Ally

Flying

The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast.

Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

1/1

R 0029
TLA ★ EN
Brandon L Hunt

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Momo, Friendly Flier

Legendary Creature — Lemur Bat Ally

Flying

The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast.

Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

1/1

R 0029
TLA ★ EN
Brandon L Hunt

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Momo, Friendly Flier

Legendary Creature — Lemur Bat Ally

Flying

The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast.

Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

1/1

R 0029
TLA ★ EN
Brandon L Hunt

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Momo, Friendly Flier

Legendary Creature — Lemur Bat Ally

Flying

The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast.

Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

1/1

R 0029
TLA ★ EN
Brandon L Hunt

©2025 Viacom.
™ & © 2025 Wizards of the Coast