Wandermare {1}{G}{W}



Creature — Horse

Whenever you cast a creature spell that has an Adventure, put a +1/+1 counter on Wandermare. *(It doesn't need to have gone on the adventure first.)*

"A good steed will carry you home. A great steed will carry you to glory."
—Syr Alin, the Lion's Claw

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ELD • EN Kari Christensen
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