
Wee Dragonauts
Creature — Faerie Wizard
Flying
Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.
"Something's causing electrospheric disruption in the blazekite's spire-vanes. Find the cause, and tell them to keep it up!"
—Juzba, Izzet tinker
1/3
214/259 U
GRN • EN
Greg Staples
™ & © 2018 Wizards of the Coast


Wee Dragonauts
Creature — Faerie Wizard
Flying
Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.
"Something's causing electrospheric disruption in the blazekite's spire-vanes. Find the cause, and tell them to keep it up!"
—Juzba, Izzet tinker
1/3
214/259 U
GRN • EN
Greg Staples
™ & © 2018 Wizards of the Coast


Wee Dragonauts
Creature — Faerie Wizard
Flying
Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.
"Something's causing electrospheric disruption in the blazekite's spire-vanes. Find the cause, and tell them to keep it up!"
—Juzba, Izzet tinker
1/3
214/259 U
GRN • EN
Greg Staples
™ & © 2018 Wizards of the Coast


Wee Dragonauts
Creature — Faerie Wizard
Flying
Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.
"Something's causing electrospheric disruption in the blazekite's spire-vanes. Find the cause, and tell them to keep it up!"
—Juzba, Izzet tinker
1/3
214/259 U
GRN • EN
Greg Staples
™ & © 2018 Wizards of the Coast