Satyr Wayfinder {1}{G}



Creature — Satyr

When Satyr Wayfinder enters the battlefield, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

The first satyr to wake after a revel must search for the site of the next one.

1/1

188/322 C
C20 • EN Steve Prescott
™ & © 2020 Wizards of the Coast

Satyr Wayfinder {1}{G}



Creature — Satyr

When Satyr Wayfinder enters the battlefield, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

The first satyr to wake after a revel must search for the site of the next one.

1/1

188/322 C
C20 • EN Steve Prescott
™ & © 2020 Wizards of the Coast

Satyr Wayfinder {1}{G}



Creature — Satyr

When Satyr Wayfinder enters the battlefield, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

The first satyr to wake after a revel must search for the site of the next one.

1/1

188/322 C
C20 • EN Steve Prescott
™ & © 2020 Wizards of the Coast

Satyr Wayfinder {1}{G}



Creature — Satyr

When Satyr Wayfinder enters the battlefield, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

The first satyr to wake after a revel must search for the site of the next one.

1/1

188/322 C
C20 • EN Steve Prescott
™ & © 2020 Wizards of the Coast