
Faerie Guidemother
Creature — Faerie
Gift of the Fae 1
Sorcery — Adventure
Target creature gets +2/+1 and gains flying until end of turn. (Then exile this card. You may cast the creature later from exile.)
Flying
No one is so lost that a faerie can't find them.
1/1
0000 / 1158 P
PRM • EN Chuck Lukacs


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