Faerie Guidemother



Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother



Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother



Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother



Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast

Faerie Guidemother

Creature — Faerie

Gift of the Fae {1}{W}

Sorcery — Adventure

Target creature gets +2/+1 and gains flying until end of turn.

Flying

No one is so lost that a faerie can't find them.

1/1

274 ELD • EN C Chuck Lukacs

™ & © 2019 Wizards of the Coast