Cairn Wanderer 4



Creature — Shapeshifter

Changeling *(This card is every creature type.)*

As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

4/4

130/322 R
C20 • EN ✒ Nils Hamm
™ & © 2020 Wizards of the Coast

Cairn Wanderer 4

Creature — Shapeshifter

Changeling *(This card is every creature type.)*

As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

4/4

130/322 R
C20 • EN ✒ Nils Hamm
™ & © 2020 Wizards of the Coast

Cairn Wanderer 4

Creature — Shapeshifter

Changeling *(This card is every creature type.)*

As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

4/4

130/322 R
C20 • EN ✒ Nils Hamm
™ & © 2020 Wizards of the Coast

Cairn Wanderer 4

Creature — Shapeshifter

Changeling *(This card is every creature type.)*

As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

4/4

130/322 R
C20 • EN ✒ Nils Hamm
™ & © 2020 Wizards of the Coast

Cairn Wanderer 4

Creature — Shapeshifter

Changeling *(This card is every creature type.)*

As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

4/4

130/322 R
C20 • EN ✒ Nils Hamm
™ & © 2020 Wizards of the Coast

Cairn Wanderer 4

Creature — Shapeshifter

Changeling *(This card is every creature type.)*

As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

4/4

130/322 R
C20 • EN ✒ Nils Hamm
™ & © 2020 Wizards of the Coast

Cairn Wanderer 4

Creature — Shapeshifter

Changeling *(This card is every creature type.)*

As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

4/4

130/322 R
C20 • EN ✒ Nils Hamm
™ & © 2020 Wizards of the Coast

Cairn Wanderer 4

Creature — Shapeshifter

Changeling *(This card is every creature type.)*

As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

4/4

130/322 R
C20 • EN ✒ Nils Hamm
™ & © 2020 Wizards of the Coast

Cairn Wanderer 4

Creature — Shapeshifter

Changeling *(This card is every creature type.)*

As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

4/4

130/322 R
C20 • EN ✒ Nils Hamm
™ & © 2020 Wizards of the Coast