

Galadhrim Guide 3

Creature — Elf Scout

When this creature enters, scry 2.
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

"I shall lead you well, and the paths are smooth and straight."

3/4

C 0207 HOC • EN INKA SCHULZ ©MEE™ & © 2026 Wizards of the Coast

Galadhrim Guide 3

Creature — Elf Scout

When this creature enters, scry 2.
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

"I shall lead you well, and the paths are smooth and straight."

3/4

C 0207 HOC • EN INKA SCHULZ ©MEE™ & © 2026 Wizards of the Coast

Galadhrim Guide 3

Creature — Elf Scout

When this creature enters, scry 2.
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

"I shall lead you well, and the paths are smooth and straight."

3/4

C 0207 HOC • EN INKA SCHULZ ©MEE™ & © 2026 Wizards of the Coast

Galadhrim Guide 3

Creature — Elf Scout

When this creature enters, scry 2.
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

"I shall lead you well, and the paths are smooth and straight."

3/4

C 0207 HOC • EN INKA SCHULZ ©MEE™ & © 2026 Wizards of the Coast

Galadhrim Guide 3

Creature — Elf Scout

When this creature enters, scry 2.
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

"I shall lead you well, and the paths are smooth and straight."

3/4

C 0207 HOC • EN INKA SCHULZ ©MEE™ & © 2026 Wizards of the Coast

Galadhrim Guide 3

Creature — Elf Scout

When this creature enters, scry 2.
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

"I shall lead you well, and the paths are smooth and straight."

3/4

C 0207 HOC • EN INKA SCHULZ ©MEE™ & © 2026 Wizards of the Coast

Galadhrim Guide 3

Creature — Elf Scout

When this creature enters, scry 2.
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

"I shall lead you well, and the paths are smooth and straight."

3/4

C 0207 HOC • EN INKA SCHULZ ©MEE™ & © 2026 Wizards of the Coast

Galadhrim Guide 3

Creature — Elf Scout

When this creature enters, scry 2.
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

"I shall lead you well, and the paths are smooth and straight."

3/4

C 0207 HOC • EN INKA SCHULZ ©MEE™ & © 2026 Wizards of the Coast

Galadhrim Guide 3

Creature — Elf Scout

When this creature enters, scry 2.
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

"I shall lead you well, and the paths are smooth and straight."

3/4

C 0207 HOC • EN INKA SCHULZ ©MEE™ & © 2026 Wizards of the Coast