Fearless Fledgling {1}{W}



Creature — Griffin

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Fearless Fledgling. It gains flying until end of turn.

Griffins nest in precarious places, so fledglings often find themselves taking their first flights at surprising moments.

1/1

015/280 U
ZNR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Fearless Fledgling {1}{W}

Creature — Griffin

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Fearless Fledgling. It gains flying until end of turn.

Griffins nest in precarious places, so fledglings often find themselves taking their first flights at surprising moments.

1/1

015/280 U
ZNR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Fearless Fledgling {1}{W}

Creature — Griffin

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Fearless Fledgling. It gains flying until end of turn.

Griffins nest in precarious places, so fledglings often find themselves taking their first flights at surprising moments.

1/1

015/280 U
ZNR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Fearless Fledgling {1}{W}

Creature — Griffin

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Fearless Fledgling. It gains flying until end of turn.

Griffins nest in precarious places, so fledglings often find themselves taking their first flights at surprising moments.

1/1

015/280 U
ZNR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Fearless Fledgling {1}{W}

Creature — Griffin

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Fearless Fledgling. It gains flying until end of turn.

Griffins nest in precarious places, so fledglings often find themselves taking their first flights at surprising moments.

1/1

015/280 U
ZNR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Fearless Fledgling {1}{W}

Creature — Griffin

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Fearless Fledgling. It gains flying until end of turn.

Griffins nest in precarious places, so fledglings often find themselves taking their first flights at surprising moments.

1/1

015/280 U
ZNR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Fearless Fledgling {1}{W}

Creature — Griffin

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Fearless Fledgling. It gains flying until end of turn.

Griffins nest in precarious places, so fledglings often find themselves taking their first flights at surprising moments.

1/1

015/280 U
ZNR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Fearless Fledgling {1}{W}

Creature — Griffin

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Fearless Fledgling. It gains flying until end of turn.

Griffins nest in precarious places, so fledglings often find themselves taking their first flights at surprising moments.

1/1

015/280 U
ZNR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Fearless Fledgling {1}{W}

Creature — Griffin

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Fearless Fledgling. It gains flying until end of turn.

Griffins nest in precarious places, so fledglings often find themselves taking their first flights at surprising moments.

1/1

015/280 U
ZNR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast