Satyr Wayfinder 1G



Creature — Satyr

When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

The first satyr to wake after a revel must search for the site of the next one.

1/1

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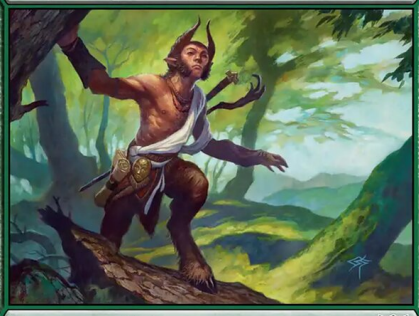
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