Tishana's Wayfinder {2}{G}



Creature — Merfolk Scout

When Tishana's Wayfinder enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

"There is always another way."

2/2

211/279 C
XLN • EN Shreya Shetty

™ & © 2017 Wizards of the Coast

Tishana's Wayfinder {2}{G}

Creature — Merfolk Scout

When Tishana's Wayfinder enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

"There is always another way."

2/2

211/279 C
XLN • EN Shreya Shetty

™ & © 2017 Wizards of the Coast

Tishana's Wayfinder {2}{G}

Creature — Merfolk Scout

When Tishana's Wayfinder enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

"There is always another way."

2/2

211/279 C
XLN • EN Shreya Shetty

™ & © 2017 Wizards of the Coast

Tishana's Wayfinder {2}{G}



Creature — Merfolk Scout

When Tishana's Wayfinder enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

"There is always another way."

2/2

211/279 C
XLN • EN Shreya Shetty

™ & © 2017 Wizards of the Coast

Tishana's Wayfinder {2}{G}

Creature — Merfolk Scout

When Tishana's Wayfinder enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

"There is always another way."

2/2

211/279 C
XLN • EN Shreya Shetty

™ & © 2017 Wizards of the Coast

Tishana's Wayfinder {2}{G}

Creature — Merfolk Scout

When Tishana's Wayfinder enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

"There is always another way."

2/2

211/279 C
XLN • EN Shreya Shetty

™ & © 2017 Wizards of the Coast

Tishana's Wayfinder {2}{G}



Creature — Merfolk Scout

When Tishana's Wayfinder enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

"There is always another way."

2/2

211/279 C
XLN • EN Shreya Shetty

™ & © 2017 Wizards of the Coast

Tishana's Wayfinder {2}{G}

Creature — Merfolk Scout

When Tishana's Wayfinder enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

"There is always another way."

2/2

211/279 C
XLN • EN Shreya Shetty

™ & © 2017 Wizards of the Coast

Tishana's Wayfinder {2}{G}

Creature — Merfolk Scout

When Tishana's Wayfinder enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

"There is always another way."

2/2

211/279 C
XLN • EN Shreya Shetty

™ & © 2017 Wizards of the Coast