Grey Havens Navigator



Creature — Elf Pilot

Flash *(You may cast this spell any time you could cast an instant.)*

When this creature enters, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

It was an old tradition that beyond the Shire stood the Grey Havens, from which at times elven-ships set sail, never to return.

3/2

C 0175
HOC • EN
Henry Peters

©MEE
™ & © 2026 Wizards of the Coast

Grey Havens Navigator



Creature — Elf Pilot

Flash *(You may cast this spell any time you could cast an instant.)*

When this creature enters, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

It was an old tradition that beyond the Shire stood the Grey Havens, from which at times elven-ships set sail, never to return.

3/2

C 0175
HOC • EN
Henry Peters

©MEE
™ & © 2026 Wizards of the Coast

Grey Havens Navigator



Creature — Elf Pilot

Flash *(You may cast this spell any time you could cast an instant.)*

When this creature enters, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

It was an old tradition that beyond the Shire stood the Grey Havens, from which at times elven-ships set sail, never to return.

3/2

C 0175
HOC • EN
Henry Peters

©MEE
™ & © 2026 Wizards of the Coast

Grey Havens Navigator



Creature — Elf Pilot

Flash *(You may cast this spell any time you could cast an instant.)*

When this creature enters, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

It was an old tradition that beyond the Shire stood the Grey Havens, from which at times elven-ships set sail, never to return.

3/2

C 0175
HOC • EN
Henry Peters

©MEE
™ & © 2026 Wizards of the Coast