## Scarblade Scout

1 B



Creature — Elf Scout

Lifelink

When this creature enters, mill two cards. *(Put the top two cards of your library into your graveyard.)*

*"Areas of the Gilt-Leaf that carry scars of the Invasion are too unsightly for travel. They are to be marked and avoided."*
*—High Perfect's decree*

2/2

C 0118
ECL • EN Lorenzo Mastroianni

™ & © 2026 Wizards of the Coast