
Latchkey Faerie
3
Creature — Faerie Rogue
Flying
Prowl 2 (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Faerie or Rogue.)
When Latchkey Faerie enters the battlefield, if its prowl cost was paid, draw a card.
3/1
028 C
ZNC • EN
Warren Mahy
™ & © 2020 Wizards of the Coast

Latchkey Faerie
3
Creature — Faerie Rogue
Flying
Prowl 2 (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Faerie or Rogue.)
When Latchkey Faerie enters the battlefield, if its prowl cost was paid, draw a card.
3/1
028 C
ZNC • EN
Warren Mahy
™ & © 2020 Wizards of the Coast

Latchkey Faerie
3
Creature — Faerie Rogue
Flying
Prowl 2 (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Faerie or Rogue.)
When Latchkey Faerie enters the battlefield, if its prowl cost was paid, draw a card.
3/1
028 C
ZNC • EN
Warren Mahy
™ & © 2020 Wizards of the Coast

Latchkey Faerie
3
Creature — Faerie Rogue
Flying
Prowl 2 (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Faerie or Rogue.)
When Latchkey Faerie enters the battlefield, if its prowl cost was paid, draw a card.
3/1
028 C
ZNC • EN
Warren Mahy
™ & © 2020 Wizards of the Coast

Latchkey Faerie
3
Creature — Faerie Rogue
Flying
Prowl 2 (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Faerie or Rogue.)
When Latchkey Faerie enters the battlefield, if its prowl cost was paid, draw a card.
3/1
028 C
ZNC • EN
Warren Mahy
™ & © 2020 Wizards of the Coast

Latchkey Faerie
3
Creature — Faerie Rogue
Flying
Prowl 2 (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Faerie or Rogue.)
When Latchkey Faerie enters the battlefield, if its prowl cost was paid, draw a card.
3/1
028 C
ZNC • EN
Warren Mahy
™ & © 2020 Wizards of the Coast

Latchkey Faerie
3
Creature — Faerie Rogue
Flying
Prowl 2 (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Faerie or Rogue.)
When Latchkey Faerie enters the battlefield, if its prowl cost was paid, draw a card.
3/1
028 C
ZNC • EN
Warren Mahy
™ & © 2020 Wizards of the Coast

Latchkey Faerie
3
Creature — Faerie Rogue
Flying
Prowl 2 (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Faerie or Rogue.)
When Latchkey Faerie enters the battlefield, if its prowl cost was paid, draw a card.
3/1
028 C
ZNC • EN
Warren Mahy
™ & © 2020 Wizards of the Coast

Latchkey Faerie
3
Creature — Faerie Rogue
Flying
Prowl 2 (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Faerie or Rogue.)
When Latchkey Faerie enters the battlefield, if its prowl cost was paid, draw a card.
3/1
028 C
ZNC • EN
Warren Mahy
™ & © 2020 Wizards of the Coast