Wreckage Wickerfolk 1⚫



Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫



Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫



Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫



Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast

Wreckage Wickerfolk 1⚫

Artifact Creature — Scarecrow

Flying
When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

1/3

C 0110
DFT • EN Johan Grenier
™ & © 2025 Wizards of the Coast