Wirewood Herald 1



Creature — Elf

When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

The goblins laughed as the elf ran away, until more came back.

Alex Horley-Orlandelli

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 16/62

Wirewood Herald 1

Creature — Elf

When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

The goblins laughed as the elf ran away, until more came back.

Alex Horley-Orlandelli

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 16/62

Wirewood Herald 1

Creature — Elf

When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

The goblins laughed as the elf ran away, until more came back.

Alex Horley-Orlandelli

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 16/62

Wirewood Herald 1

Creature — Elf

When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

The goblins laughed as the elf ran away, until more came back.

Alex Horley-Orlandelli

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 16/62

Wirewood Herald 1

Creature — Elf

When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

The goblins laughed as the elf ran away, until more came back.

Alex Horley-Orlandelli

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 16/62

Wirewood Herald 1

Creature — Elf

When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

The goblins laughed as the elf ran away, until more came back.

Alex Horley-Orlandelli

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 16/62

Wirewood Herald 1

Creature — Elf

When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

The goblins laughed as the elf ran away, until more came back.

Alex Horley-Orlandelli

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 16/62

Wirewood Herald 1

Creature — Elf

When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

The goblins laughed as the elf ran away, until more came back.

Alex Horley-Orlandelli

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 16/62

Wirewood Herald 1

Creature — Elf

When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

The goblins laughed as the elf ran away, until more came back.

Alex Horley-Orlandelli

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 16/62