Voice of the Woods 3GG



Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG



Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG



Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG



Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62

Voice of the Woods 3GG

Creature — Elf

Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

The ritual of making draws upon the elves' memories and pasts. And elves have long memories and ancient pasts.

Pete Venters

2/2

™ & © 1993-2007 Wizards of the Coast, Inc. 14/62