Herald of Leshrac



Creature — Avatar

Flying

Cumulative upkeep—Gain control of a land you don't control.

Herald of Leshrac gets +1/+1 for each land you control but don't own.

When Herald of Leshrac leaves play, each player gains control of each land he or she owns that you control.

Alex Horley-Orlandelli

™ & © 1993–2006 Wizards of the Coast, Inc. 62/155

2/4

Herald of Leshrac



Creature — Avatar

Flying

Cumulative upkeep—Gain control of a land you don't control.

Herald of Leshrac gets +1/+1 for each land you control but don't own.

When Herald of Leshrac leaves play, each player gains control of each land he or she owns that you control.

Alex Horley-Orlandelli

™ & © 1993–2006 Wizards of the Coast, Inc. 62/155

2/4

Herald of Leshrac



Creature — Avatar

Flying

Cumulative upkeep—Gain control of a land you don't control.

Herald of Leshrac gets +1/+1 for each land you control but don't own.

When Herald of Leshrac leaves play, each player gains control of each land he or she owns that you control.

Alex Horley-Orlandelli

™ & © 1993–2006 Wizards of the Coast, Inc. 62/155

2/4

Herald of Leshrac



Creature — Avatar

Flying

Cumulative upkeep—Gain control of a land you don't control.

Herald of Leshrac gets +1/+1 for each land you control but don't own.

When Herald of Leshrac leaves play, each player gains control of each land he or she owns that you control.

Alex Horley-Orlandelli

™ & © 1993–2006 Wizards of the Coast, Inc. 62/155

2/4