Sylvan Primordial 5



Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5



Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5



Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5



Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249

Sylvan Primordial 5

Creature — Avatar

Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

6/8

Stephan Martiniere

™ & © 2013 Wizards of the Coast P16/249