Aerid Konstrari



Legendary Creature — Elder Sphinx

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

M 0121
FRA • EN ✍ Chris Rahn

™ & © 2026 Wizards of the Coast

Aerid Konstrari

Legendary Creature — Elder Sphinx

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

M 0121
FRA • EN ✍ Chris Rahn

™ & © 2026 Wizards of the Coast

Aerid Konstrari

Legendary Creature — Elder Sphinx

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

M 0121
FRA • EN ✍ Chris Rahn

™ & © 2026 Wizards of the Coast

Aerid Konstrari

Legendary Creature — Elder Sphinx

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

M 0121
FRA • EN ✍ Chris Rahn

™ & © 2026 Wizards of the Coast

Aerid Konstrari

Legendary Creature — Elder Sphinx

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

M 0121
FRA • EN ✍ Chris Rahn

™ & © 2026 Wizards of the Coast

Aerid Konstrari

Legendary Creature — Elder Sphinx

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

M 0121
FRA • EN ✍ Chris Rahn

™ & © 2026 Wizards of the Coast

Aerid Konstrari

Legendary Creature — Elder Sphinx

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

M 0121
FRA • EN ✍ Chris Rahn

™ & © 2026 Wizards of the Coast

Aerid Konstrari

Legendary Creature — Elder Sphinx

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

M 0121
FRA • EN ✍ Chris Rahn

™ & © 2026 Wizards of the Coast

Aerid Konstrari

Legendary Creature — Elder Sphinx

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

M 0121
FRA • EN ✍ Chris Rahn

™ & © 2026 Wizards of the Coast

Aerid Konstrari

Legendary Creature — Elder Sphinx

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

5/4

M 0121
FRA • EN ✍ Chris Rahn

™ & © 2026 Wizards of the Coast