Elemental Appeal



Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal



Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal



Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal



Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240

Elemental Appeal

Sorcery

Kicker 5 *(You may pay an additional 5 as you cast this spell.)*

Put a 7/1 red Elemental creature token with trample and haste onto the battlefield. Exile it at the beginning of the next end step. If Elemental Appeal was kicked, that creature gets +7/+0 until end of turn.

Anthony Francisco

™ & © 1993-2009 Wizards of the Coast LLC 133/240