Sword of the Animist 2

Legendary Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 2

The blade glows only for Zendikar's chosen.

218 R
AFC • EN
Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Sword of the Animist 2

Legendary Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 2

The blade glows only for Zendikar's chosen.

218 R
AFC • EN
Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Sword of the Animist 2

Legendary Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 2

The blade glows only for Zendikar's chosen.

218 R
AFC • EN
Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Sword of the Animist 2

Legendary Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 2

The blade glows only for Zendikar's chosen.

218 R
AFC • EN
Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Sword of the Animist 2

Legendary Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 2

The blade glows only for Zendikar's chosen.

218 R
AFC • EN
Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Sword of the Animist 2

Legendary Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 2

The blade glows only for Zendikar's chosen.

218 R
AFC • EN
Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Sword of the Animist 2

Legendary Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 2

The blade glows only for Zendikar's chosen.

218 R
AFC • EN
Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Sword of the Animist 2

Legendary Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 2

The blade glows only for Zendikar's chosen.

218 R
AFC • EN
Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Sword of the Animist 2

Legendary Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Equip 2

The blade glows only for Zendikar's chosen.

218 R
AFC • EN
Daniel Ljunggren

™ & © 2021 Wizards of the Coast