Forgotten Ancient 3G



Creature — Elemental

Whenever a player casts a spell, you may put a +1/+1 counter on Forgotten Ancient.

At the beginning of your upkeep, you may move any number of +1/+1 counters from Forgotten Ancient onto other creatures.

Its blood is life. Its body is growth.

0/3

Mark Tedin

™ & © 1993-2010 Wizards of the Coast LLC 57/150

Forgotten Ancient 3G

Creature — Elemental

Whenever a player casts a spell, you may put a +1/+1 counter on Forgotten Ancient.

At the beginning of your upkeep, you may move any number of +1/+1 counters from Forgotten Ancient onto other creatures.

Its blood is life. Its body is growth.

0/3

Mark Tedin

™ & © 1993-2010 Wizards of the Coast LLC 57/150

Forgotten Ancient 3G

Creature — Elemental

Whenever a player casts a spell, you may put a +1/+1 counter on Forgotten Ancient.

At the beginning of your upkeep, you may move any number of +1/+1 counters from Forgotten Ancient onto other creatures.

Its blood is life. Its body is growth.

0/3

Mark Tedin

™ & © 1993-2010 Wizards of the Coast LLC 57/150

Forgotten Ancient 3G

Creature — Elemental

Whenever a player casts a spell, you may put a +1/+1 counter on Forgotten Ancient.

At the beginning of your upkeep, you may move any number of +1/+1 counters from Forgotten Ancient onto other creatures.

Its blood is life. Its body is growth.

0/3

Mark Tedin

™ & © 1993-2010 Wizards of the Coast LLC 57/150