

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

© 1993-2006 Wizards of the Coast, Inc. 181/201

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7

Tectonic Fiend

4



Creature — Elemental



Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

Tectonic Fiend attacks each turn if able.

The barbarians of Pardia are long dead, but its mountains still smolder with rage.

Mark Tedin

7/7