Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}



Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast

Seismic Elemental {3}{R}{R}

Creature — Elemental

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

"Trying to stop it would be foolish. If you feel it coming—run!"
—Sergeant Ryda

4/4

362 U
JMP • EN Jasper Sandner
™ & © 2020 Wizards of the Coast