Sword of the Animist



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 your library.

Equip 2

The blade glows only for Zendikar's chosen.

089/106 R
E01 • EN ► Daniel Ljunggren

™ & © 2017 Wizards of the Coast

Sword of the Animist

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 your library.

Equip 2

The blade glows only for Zendikar's chosen.

089/106 R
E01 • EN ► Daniel Ljunggren

™ & © 2017 Wizards of the Coast

Sword of the Animist

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 your library.

Equip 2

The blade glows only for Zendikar's chosen.

089/106 R
E01 • EN ► Daniel Ljunggren

™ & © 2017 Wizards of the Coast

Sword of the Animist



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 your library.

Equip 2

The blade glows only for Zendikar's chosen.

089/106 R
E01 • EN ► Daniel Ljunggren

™ & © 2017 Wizards of the Coast

Sword of the Animist

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 your library.

Equip 2

The blade glows only for Zendikar's chosen.

089/106 R
E01 • EN ► Daniel Ljunggren

™ & © 2017 Wizards of the Coast

Sword of the Animist

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 your library.

Equip 2

The blade glows only for Zendikar's chosen.

089/106 R
E01 • EN ► Daniel Ljunggren

™ & © 2017 Wizards of the Coast

Sword of the Animist



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 your library.

Equip 2

The blade glows only for Zendikar's chosen.

089/106 R
E01 • EN ► Daniel Ljunggren

™ & © 2017 Wizards of the Coast

Sword of the Animist

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 your library.

Equip 2

The blade glows only for Zendikar's chosen.

089/106 R
E01 • EN ► Daniel Ljunggren

™ & © 2017 Wizards of the Coast

Sword of the Animist

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 your library.

Equip 2

The blade glows only for Zendikar's chosen.

089/106 R
E01 • EN ► Daniel Ljunggren

™ & © 2017 Wizards of the Coast