

Nemata, Primeval Warden 2



Legendary Creature — Treefolk

Reach

If a creature an opponent controls would die, exile it instead. When you do, create a 1/1 green Saproling creature token.

♣, Sacrifice a Saproling: Nemata, Primeval Warden gets +2/+2 until end of turn.

1 ♣, Sacrifice two Saprolings: Draw a card.

3/4

209/281 R
DMU • EN • ANDREW MAR

™ & © 2022 Wizards of the Coast

Nemata, Primeval Warden 2



Legendary Creature — Treefolk

Reach

If a creature an opponent controls would die, exile it instead. When you do, create a 1/1 green Saproling creature token.

♣, Sacrifice a Saproling: Nemata, Primeval Warden gets +2/+2 until end of turn.

1 ♣, Sacrifice two Saprolings: Draw a card.

3/4

209/281 R
DMU • EN • ANDREW MAR

™ & © 2022 Wizards of the Coast

Nemata, Primeval Warden 2



Legendary Creature — Treefolk

Reach

If a creature an opponent controls would die, exile it instead. When you do, create a 1/1 green Saproling creature token.

♣, Sacrifice a Saproling: Nemata, Primeval Warden gets +2/+2 until end of turn.

1 ♣, Sacrifice two Saprolings: Draw a card.

3/4

209/281 R
DMU • EN • ANDREW MAR

™ & © 2022 Wizards of the Coast

Nemata, Primeval Warden 2



Legendary Creature — Treefolk

Reach

If a creature an opponent controls would die, exile it instead. When you do, create a 1/1 green Saproling creature token.

♣, Sacrifice a Saproling: Nemata, Primeval Warden gets +2/+2 until end of turn.

1 ♣, Sacrifice two Saprolings: Draw a card.

3/4

209/281 R
DMU • EN • ANDREW MAR

™ & © 2022 Wizards of the Coast

Nemata, Primeval Warden 2



Legendary Creature — Treefolk

Reach

If a creature an opponent controls would die, exile it instead. When you do, create a 1/1 green Saproling creature token.

♣, Sacrifice a Saproling: Nemata, Primeval Warden gets +2/+2 until end of turn.

1 ♣, Sacrifice two Saprolings: Draw a card.

3/4

209/281 R
DMU • EN • ANDREW MAR

™ & © 2022 Wizards of the Coast

Nemata, Primeval Warden 2



Legendary Creature — Treefolk

Reach

If a creature an opponent controls would die, exile it instead. When you do, create a 1/1 green Saproling creature token.

♣, Sacrifice a Saproling: Nemata, Primeval Warden gets +2/+2 until end of turn.

1 ♣, Sacrifice two Saprolings: Draw a card.

3/4

209/281 R
DMU • EN • ANDREW MAR

™ & © 2022 Wizards of the Coast

Nemata, Primeval Warden 2



Legendary Creature — Treefolk

Reach

If a creature an opponent controls would die, exile it instead. When you do, create a 1/1 green Saproling creature token.

♣, Sacrifice a Saproling: Nemata, Primeval Warden gets +2/+2 until end of turn.

1 ♣, Sacrifice two Saprolings: Draw a card.

3/4

209/281 R
DMU • EN • ANDREW MAR

™ & © 2022 Wizards of the Coast

Nemata, Primeval Warden 2



Legendary Creature — Treefolk

Reach

If a creature an opponent controls would die, exile it instead. When you do, create a 1/1 green Saproling creature token.

♣, Sacrifice a Saproling: Nemata, Primeval Warden gets +2/+2 until end of turn.

1 ♣, Sacrifice two Saprolings: Draw a card.

3/4

209/281 R
DMU • EN • ANDREW MAR

™ & © 2022 Wizards of the Coast

Nemata, Primeval Warden 2



Legendary Creature — Treefolk

Reach

If a creature an opponent controls would die, exile it instead. When you do, create a 1/1 green Saproling creature token.

♣, Sacrifice a Saproling: Nemata, Primeval Warden gets +2/+2 until end of turn.

1 ♣, Sacrifice two Saprolings: Draw a card.

3/4

209/281 R
DMU • EN • ANDREW MAR

™ & © 2022 Wizards of the Coast