Diluvian Primordial 5



Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5



Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5



Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5



Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249

Diluvian Primordial 5

Creature — Avatar

Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Stephan Martiniere

5/5

™ & © 2013 Wizards of the Coast 33/249