Impulsivity



Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity



Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity



Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity



Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast

Impulsivity

Creature — Elemental Incarnation

When this creature enters, you may cast target instant or sorcery card from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

Encore 7 (7, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

7/5

R 0013
ECC • EN Alex Konstad

™ & © 2026 Wizards of the Coast