Silverback Elder

2 {G}{G}{G}



Creature — Ape Shaman

Whenever you cast a creature spell, choose one —
- Destroy target artifact or enchantment.
- Look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order.
- You gain 4 life.

5/7

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DMU • EN Alexander Mokhov

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