Avatar of Slaughter 6



Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6



Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6



Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6



Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC

Avatar of Slaughter 6

Creature — Avatar

All creatures have double strike and attack each turn if able.

"Diplomacy has solved nothing. Only bloodspill can end this now. Call forth the warbringer."
—Basandra, Battle Seraph

Jason A. Engle

8/8

™ & © 1993–2011 Wizards of the Coast LLC