Avenging Druid 2G



Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G



Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G



Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G



Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3

Avenging Druid 2G

Summon Druid

If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.

Illus. Daren Bader
©1993–1998 Wizards of the Coast, Inc. 105/143
1/3