Storm Elemental 5



Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5



Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5



Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5



Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144

Storm Elemental 5

Creature — Elemental

Flying

, Remove the top card of your library from the game: Tap target creature with flying.

, Remove the top card of your library from the game: If the removed card is a snow land, Storm Elemental gets +1/+1 until end of turn.

3/4

John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 37/144