Mayael the Anima



Legendary Creature — Elf Shaman

3, : Look at the top five cards of your library. You may put a creature card with power 5 or greater from among them onto the battlefield. Put the rest on the bottom of your library in any order.

The sacred Anima's eyes are blind to all but the grandest truths.

2/3

Jason Chan

™ & © 2013 Wizards of the Coast 199/356

Mayael the Anima

Legendary Creature — Elf Shaman

3, : Look at the top five cards of your library. You may put a creature card with power 5 or greater from among them onto the battlefield. Put the rest on the bottom of your library in any order.

The sacred Anima's eyes are blind to all but the grandest truths.

2/3

Jason Chan

™ & © 2013 Wizards of the Coast 199/356

Mayael the Anima

Legendary Creature — Elf Shaman

3, : Look at the top five cards of your library. You may put a creature card with power 5 or greater from among them onto the battlefield. Put the rest on the bottom of your library in any order.

The sacred Anima's eyes are blind to all but the grandest truths.

2/3

Jason Chan

™ & © 2013 Wizards of the Coast 199/356

Mayael the Anima

Legendary Creature — Elf Shaman

3, : Look at the top five cards of your library. You may put a creature card with power 5 or greater from among them onto the battlefield. Put the rest on the bottom of your library in any order.

The sacred Anima's eyes are blind to all but the grandest truths.

2/3

Jason Chan

™ & © 2013 Wizards of the Coast 199/356

Mayael the Anima

Legendary Creature — Elf Shaman

3, : Look at the top five cards of your library. You may put a creature card with power 5 or greater from among them onto the battlefield. Put the rest on the bottom of your library in any order.

The sacred Anima's eyes are blind to all but the grandest truths.

2/3

Jason Chan

™ & © 2013 Wizards of the Coast 199/356

Mayael the Anima

Legendary Creature — Elf Shaman

3, : Look at the top five cards of your library. You may put a creature card with power 5 or greater from among them onto the battlefield. Put the rest on the bottom of your library in any order.

The sacred Anima's eyes are blind to all but the grandest truths.

2/3

Jason Chan

™ & © 2013 Wizards of the Coast 199/356

Mayael the Anima

Legendary Creature — Elf Shaman

3, : Look at the top five cards of your library. You may put a creature card with power 5 or greater from among them onto the battlefield. Put the rest on the bottom of your library in any order.

The sacred Anima's eyes are blind to all but the grandest truths.

2/3

Jason Chan

™ & © 2013 Wizards of the Coast 199/356

Mayael the Anima

Legendary Creature — Elf Shaman

3, : Look at the top five cards of your library. You may put a creature card with power 5 or greater from among them onto the battlefield. Put the rest on the bottom of your library in any order.

The sacred Anima's eyes are blind to all but the grandest truths.

2/3

Jason Chan

™ & © 2013 Wizards of the Coast 199/356

Mayael the Anima

Legendary Creature — Elf Shaman

3, : Look at the top five cards of your library. You may put a creature card with power 5 or greater from among them onto the battlefield. Put the rest on the bottom of your library in any order.

The sacred Anima's eyes are blind to all but the grandest truths.

2/3

Jason Chan

™ & © 2013 Wizards of the Coast 199/356