South Wind Avatar



Creature — Snake Spirit Avatar

Deathtouch

Whenever another creature you control dies, you gain life equal to its toughness.

Whenever you gain life, each opponent loses 1 life.

Snake-Eyes's gift takes others back to their worst memory. To the weak, it is a curse; to the wise, a second chance.

3/4

R 0078
TMT • EN ✒ InHyuk Lee

©2026 Viacom.
™ & © 2026 Wizards of the Coast

South Wind Avatar
Creature — Snake Spirit Avatar
Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.
Snake-Eyes's gift takes others back to their worst memory. To the weak, it is a curse; to the wise, a second chance.
3/4
R 0078
TMT • EN ✒ InHyuk Lee
©2026 Viacom.
™ & © 2026 Wizards of the Coast

South Wind Avatar
Creature — Snake Spirit Avatar
Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.
Snake-Eyes's gift takes others back to their worst memory. To the weak, it is a curse; to the wise, a second chance.
3/4
R 0078
TMT • EN ✒ InHyuk Lee
©2026 Viacom.
™ & © 2026 Wizards of the Coast

South Wind Avatar
Creature — Snake Spirit Avatar
Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.
Snake-Eyes's gift takes others back to their worst memory. To the weak, it is a curse; to the wise, a second chance.
3/4
R 0078
TMT • EN ✒ InHyuk Lee
©2026 Viacom.
™ & © 2026 Wizards of the Coast

South Wind Avatar
Creature — Snake Spirit Avatar
Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.
Snake-Eyes's gift takes others back to their worst memory. To the weak, it is a curse; to the wise, a second chance.
3/4
R 0078
TMT • EN ✒ InHyuk Lee
©2026 Viacom.
™ & © 2026 Wizards of the Coast

South Wind Avatar
Creature — Snake Spirit Avatar
Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.
Snake-Eyes's gift takes others back to their worst memory. To the weak, it is a curse; to the wise, a second chance.
3/4
R 0078
TMT • EN ✒ InHyuk Lee
©2026 Viacom.
™ & © 2026 Wizards of the Coast

South Wind Avatar
Creature — Snake Spirit Avatar
Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.
Snake-Eyes's gift takes others back to their worst memory. To the weak, it is a curse; to the wise, a second chance.
3/4
R 0078
TMT • EN ✒ InHyuk Lee
©2026 Viacom.
™ & © 2026 Wizards of the Coast

South Wind Avatar
Creature — Snake Spirit Avatar
Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.
Snake-Eyes's gift takes others back to their worst memory. To the weak, it is a curse; to the wise, a second chance.
3/4
R 0078
TMT • EN ✒ InHyuk Lee
©2026 Viacom.
™ & © 2026 Wizards of the Coast

South Wind Avatar
Creature — Snake Spirit Avatar
Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.
Snake-Eyes's gift takes others back to their worst memory. To the weak, it is a curse; to the wise, a second chance.
3/4
R 0078
TMT • EN ✒ InHyuk Lee
©2026 Viacom.
™ & © 2026 Wizards of the Coast