Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary



Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast

Oakhame Adversary

Creature — Elf Warrior

This spell costs 2 less to cast if an opponent controls a green permanent.
Deathtouch
Whenever Oakhame Adversary deals combat damage to a player, draw a card.

The elves remember every secret path from the days when they ruled the realm.

2/3

167/269 U
ELD • EN
Nicholas Gregory

™ & © 2019 Wizards of the Coast