Woodvine Elemental 4GW



Creature — Elemental

Trample

Parley — Whenever Woodvine Elemental attacks, each player reveals the top card of his or her library. For each nonland card revealed this way, attacking creatures you control get +1/+1 until end of turn. Then each player draws a card.

4/4

Mike Bierek

™ & © 2014 Wizards of the Coast 52/210

Woodvine Elemental 4GW



Creature — Elemental

Trample

Parley — Whenever Woodvine Elemental attacks, each player reveals the top card of his or her library. For each nonland card revealed this way, attacking creatures you control get +1/+1 until end of turn. Then each player draws a card.

4/4

Mike Bierek

™ & © 2014 Wizards of the Coast 52/210

Woodvine Elemental 4GW



Creature — Elemental

Trample

Parley — Whenever Woodvine Elemental attacks, each player reveals the top card of his or her library. For each nonland card revealed this way, attacking creatures you control get +1/+1 until end of turn. Then each player draws a card.

4/4

Mike Bierek

™ & © 2014 Wizards of the Coast 52/210

Woodvine Elemental 4GW



Creature — Elemental

Trample

Parley — Whenever Woodvine Elemental attacks, each player reveals the top card of his or her library. For each nonland card revealed this way, attacking creatures you control get +1/+1 until end of turn. Then each player draws a card.

4/4

Mike Bierek

™ & © 2014 Wizards of the Coast 52/210

Woodvine Elemental 4GW



Creature — Elemental

Trample

Parley — Whenever Woodvine Elemental attacks, each player reveals the top card of his or her library. For each nonland card revealed this way, attacking creatures you control get +1/+1 until end of turn. Then each player draws a card.

4/4

Mike Bierek

™ & © 2014 Wizards of the Coast 52/210

Woodvine Elemental 4GW



Creature — Elemental

Trample

Parley — Whenever Woodvine Elemental attacks, each player reveals the top card of his or her library. For each nonland card revealed this way, attacking creatures you control get +1/+1 until end of turn. Then each player draws a card.

4/4

Mike Bierek

™ & © 2014 Wizards of the Coast 52/210

Woodvine Elemental 4GW



Creature — Elemental

Trample

Parley — Whenever Woodvine Elemental attacks, each player reveals the top card of his or her library. For each nonland card revealed this way, attacking creatures you control get +1/+1 until end of turn. Then each player draws a card.

4/4

Mike Bierek

™ & © 2014 Wizards of the Coast 52/210

Woodvine Elemental 4GW



Creature — Elemental

Trample

Parley — Whenever Woodvine Elemental attacks, each player reveals the top card of his or her library. For each nonland card revealed this way, attacking creatures you control get +1/+1 until end of turn. Then each player draws a card.

4/4

Mike Bierek

™ & © 2014 Wizards of the Coast 52/210

Woodvine Elemental 4GW



Creature — Elemental

Trample

Parley — Whenever Woodvine Elemental attacks, each player reveals the top card of his or her library. For each nonland card revealed this way, attacking creatures you control get +1/+1 until end of turn. Then each player draws a card.

4/4

Mike Bierek

™ & © 2014 Wizards of the Coast 52/210