

Velis Vel

Plane — Lorwyn

Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. *(For example, if two Elemental Shamans and an Elemental Spirit are on the battlefield, each gets +2/+2.)*

Whenever you roll , target creature gains all creature types until end of turn.



™ & © 1993-2009 Wizards of the Coast LLC 0040

Velis Vel

Plane — Lorwyn

Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. *(For example, if two Elemental Shamans and an Elemental Spirit are on the battlefield, each gets +2/+2.)*

Whenever you roll , target creature gains all creature types until end of turn.



™ & © 1993-2009 Wizards of the Coast LLC 0040

Velis Vel

Plane — Lorwyn

Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. *(For example, if two Elemental Shamans and an Elemental Spirit are on the battlefield, each gets +2/+2.)*

Whenever you roll , target creature gains all creature types until end of turn.



™ & © 1993-2009 Wizards of the Coast LLC 0040

Velis Vel

Plane — Lorwyn

Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. *(For example, if two Elemental Shamans and an Elemental Spirit are on the battlefield, each gets +2/+2.)*

Whenever you roll , target creature gains all creature types until end of turn.



™ & © 1993-2009 Wizards of the Coast LLC 0040

Velis Vel

Plane — Lorwyn

Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. *(For example, if two Elemental Shamans and an Elemental Spirit are on the battlefield, each gets +2/+2.)*

Whenever you roll , target creature gains all creature types until end of turn.



™ & © 1993-2009 Wizards of the Coast LLC 0040

Velis Vel

Plane — Lorwyn

Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. *(For example, if two Elemental Shamans and an Elemental Spirit are on the battlefield, each gets +2/+2.)*

Whenever you roll , target creature gains all creature types until end of turn.



™ & © 1993-2009 Wizards of the Coast LLC 0040