Plane-Merge Elf 4🌳



Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳



Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳



Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳



Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast

Plane-Merge Elf 4🌳

Creature — Elf Warrior

Landship — At the beginning of your upkeep, you may look at the top card of your library. If it's a land, you may reveal it. If you do, create a 1/1 green Elf Warrior creature token.

Kinfall — Whenever a creature enters the battlefield under your control, if it shares a creature type with CARDNAME, creatures you control get +1/+1 until end of turn.

TEST CARD - *Not for constructed play* | 3/3

™ & © 2019 Wizards of the Coast