Gilt-Leaf Alchemist



Creature – Elf Druid

**Deathtouch**
: Conjure a card named Forest onto the battlefield. Activate only if two or more Elf cards are in your graveyard.

Chris Seaman

1/1

Gilt-Leaf Alchemist



Creature – Elf Druid

**Deathtouch**
: Conjure a card named Forest onto the battlefield. Activate only if two or more Elf cards are in your graveyard.

Chris Seaman

1/1

Gilt-Leaf Alchemist



Creature – Elf Druid

**Deathtouch**
: Conjure a card named Forest onto the battlefield. Activate only if two or more Elf cards are in your graveyard.

Chris Seaman

1/1

Gilt-Leaf Alchemist



Creature – Elf Druid

**Deathtouch**
: Conjure a card named Forest onto the battlefield. Activate only if two or more Elf cards are in your graveyard.

Chris Seaman

1/1

Gilt-Leaf Alchemist



Creature – Elf Druid

**Deathtouch**
: Conjure a card named Forest onto the battlefield. Activate only if two or more Elf cards are in your graveyard.

Chris Seaman

1/1

Gilt-Leaf Alchemist



Creature – Elf Druid

**Deathtouch**
: Conjure a card named Forest onto the battlefield. Activate only if two or more Elf cards are in your graveyard.

Chris Seaman

1/1

Gilt-Leaf Alchemist



Creature – Elf Druid

**Deathtouch**
: Conjure a card named Forest onto the battlefield. Activate only if two or more Elf cards are in your graveyard.

Chris Seaman

1/1

Gilt-Leaf Alchemist



Creature – Elf Druid

**Deathtouch**
: Conjure a card named Forest onto the battlefield. Activate only if two or more Elf cards are in your graveyard.

Chris Seaman

1/1

Gilt-Leaf Alchemist



Creature – Elf Druid

**Deathtouch**
: Conjure a card named Forest onto the battlefield. Activate only if two or more Elf cards are in your graveyard.

Chris Seaman

1/1