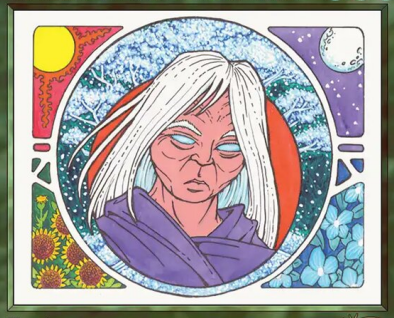
Tribute to the World Tree



Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

Illus. Phil Foglio

™ & © 2026 Wizards of the Coast 2708

Tribute to the World Tree

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

Illus. Phil Foglio

™ & © 2026 Wizards of the Coast 2708

Tribute to the World Tree

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

Illus. Phil Foglio

™ & © 2026 Wizards of the Coast 2708

Tribute to the World Tree

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

Illus. Phil Foglio

™ & © 2026 Wizards of the Coast 2708

Tribute to the World Tree

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

Illus. Phil Foglio

™ & © 2026 Wizards of the Coast 2708

Tribute to the World Tree

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

Illus. Phil Foglio

™ & © 2026 Wizards of the Coast 2708

Tribute to the World Tree

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

Illus. Phil Foglio

™ & © 2026 Wizards of the Coast 2708

Tribute to the World Tree

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

Illus. Phil Foglio

™ & © 2026 Wizards of the Coast 2708

Tribute to the World Tree

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

Illus. Phil Foglio

™ & © 2026 Wizards of the Coast 2708

Tribute to the World Tree

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

Illus. Phil Foglio

™ & © 2026 Wizards of the Coast 2708