Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350

Web



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*
Enchanted creature gets +0/+2 and can block as though it had flying.

Hugh Jamieson
™ & © 1993-2005 Wizards of the Coast, Inc. 281/350