Griffin Guide 2W



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has flying.

When enchanted creature is put into a graveyard, put a 2/2 white Griffin creature token with flying onto the battlefield.

Jim Nelson

™ & © 1993–2011 Wizards of the Coast LLC 33/81

Griffin Guide 2W

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has flying.

When enchanted creature is put into a graveyard, put a 2/2 white Griffin creature token with flying onto the battlefield.

Jim Nelson

™ & © 1993–2011 Wizards of the Coast LLC 33/81

Griffin Guide 2W

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has flying.

When enchanted creature is put into a graveyard, put a 2/2 white Griffin creature token with flying onto the battlefield.

Jim Nelson

™ & © 1993–2011 Wizards of the Coast LLC 33/81

Griffin Guide 2W

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has flying.

When enchanted creature is put into a graveyard, put a 2/2 white Griffin creature token with flying onto the battlefield.

Jim Nelson

™ & © 1993–2011 Wizards of the Coast LLC 33/81

Griffin Guide 2W

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has flying.

When enchanted creature is put into a graveyard, put a 2/2 white Griffin creature token with flying onto the battlefield.

Jim Nelson

™ & © 1993–2011 Wizards of the Coast LLC 33/81

Griffin Guide 2W

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has flying.

When enchanted creature is put into a graveyard, put a 2/2 white Griffin creature token with flying onto the battlefield.

Jim Nelson

™ & © 1993–2011 Wizards of the Coast LLC 33/81

Griffin Guide 2W

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has flying.

When enchanted creature is put into a graveyard, put a 2/2 white Griffin creature token with flying onto the battlefield.

Jim Nelson

™ & © 1993–2011 Wizards of the Coast LLC 33/81

Griffin Guide 2W

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has flying.

When enchanted creature is put into a graveyard, put a 2/2 white Griffin creature token with flying onto the battlefield.

Jim Nelson

™ & © 1993–2011 Wizards of the Coast LLC 33/81

Griffin Guide 2W

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has flying.

When enchanted creature is put into a graveyard, put a 2/2 white Griffin creature token with flying onto the battlefield.

Jim Nelson

™ & © 1993–2011 Wizards of the Coast LLC 33/81