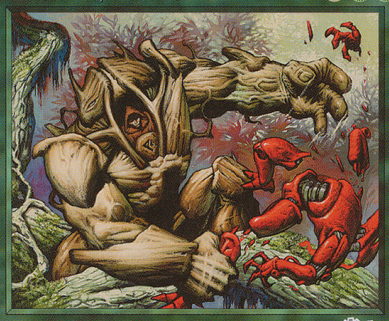
Gaea's Embrace 2🌳🌳



Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

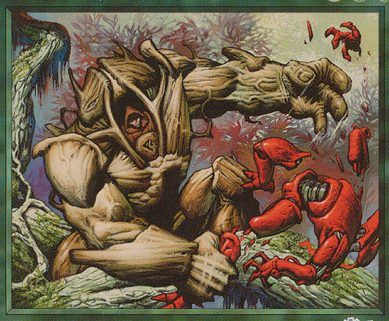
🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳



Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

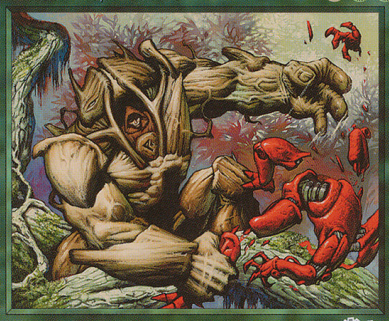
🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳



Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

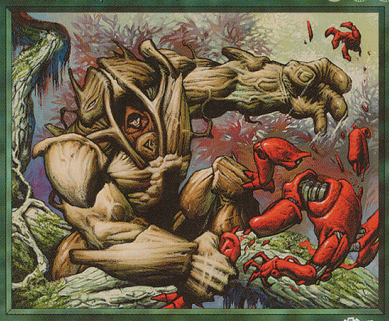
🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳



Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350

Gaea's Embrace 2🌳🌳

Enchant Creature

Enchanted creature gets +3/+3 and gains trample.

🌳: Regenerate enchanted creature.

The forest rose to the battle, not to save the people but to save itself.

Illus. Paolo Parente

©1993–1998 Wizards of the Coast, Inc. 255/350