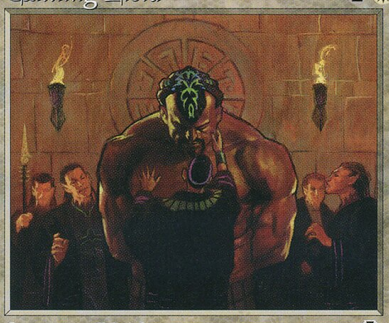
Calming Licid 2



Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

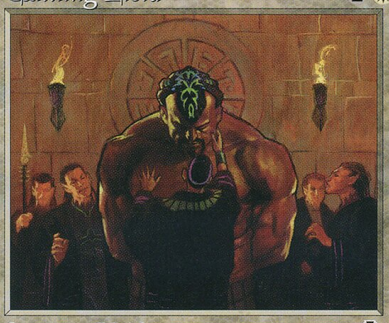
Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2



Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

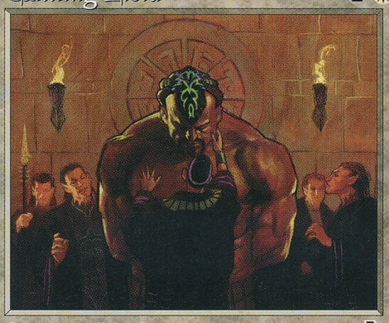
Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2



Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

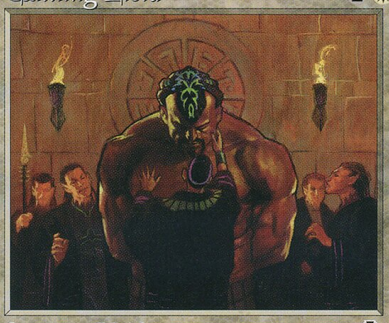
Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2



Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2

Calming Licid 2

Summon Licid

2, : Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay 2 to end this effect.

Illus. D. Alexander Gregory
©1998 Wizards of the Coast, Inc.

2/2