So Tiny



Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny



Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny



Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny



Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast

So Tiny

Enchantment — Aura

Flash

Enchant creature

Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.

His sword sounded like a silver chime on the glass jar, and the sprite laughed with delight.

349 C
J22 • EN Randy Vargas
™ & © 2022 Wizards of the Coast