Nature's Cloak 2



Sorcery

All your green creatures gain forestwalk until the end of the turn. *(If defending player has any forests in play, none of your green creatures can be intercepted.)*

Illus. Rebecca Guay

©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Cloak 2

Sorcery

All your green creatures gain forestwalk until the end of the turn. *(If defending player has any forests in play, none of your green creatures can be intercepted.)*

Illus. Rebecca Guay

©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Cloak 2

Sorcery

All your green creatures gain forestwalk until the end of the turn. *(If defending player has any forests in play, none of your green creatures can be intercepted.)*

Illus. Rebecca Guay

©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Cloak 2



Sorcery

All your green creatures gain forestwalk until the end of the turn. *(If defending player has any forests in play, none of your green creatures can be intercepted.)*

Illus. Rebecca Guay

©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Cloak 2

Sorcery

All your green creatures gain forestwalk until the end of the turn. *(If defending player has any forests in play, none of your green creatures can be intercepted.)*

Illus. Rebecca Guay

©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Cloak 2

Sorcery

All your green creatures gain forestwalk until the end of the turn. *(If defending player has any forests in play, none of your green creatures can be intercepted.)*

Illus. Rebecca Guay

©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Cloak 2



Sorcery

All your green creatures gain forestwalk until the end of the turn. *(If defending player has any forests in play, none of your green creatures can be intercepted.)*

Illus. Rebecca Guay

©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Cloak 2

Sorcery

All your green creatures gain forestwalk until the end of the turn. *(If defending player has any forests in play, none of your green creatures can be intercepted.)*

Illus. Rebecca Guay

©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Cloak 2

Sorcery

All your green creatures gain forestwalk until the end of the turn. *(If defending player has any forests in play, none of your green creatures can be intercepted.)*

Illus. Rebecca Guay

©1997 Wizards of the Coast, Inc. All rights reserved.