Form of the Squirrel



Enchantment

As Form of the Squirrel comes into play, put a 1/1 green Squirrel creature token into play. You lose the game when it leaves play.

Creatures can't attack you.

You can't be the target of spells or abilities.

You can't play spells.



Carl Critchlow

™ & © 1993-2004 Wizards of the Coast, Inc. 96/140 Wizards

Form of the Squirrel



Enchantment

As Form of the Squirrel comes into play, put a 1/1 green Squirrel creature token into play. You lose the game when it leaves play.

Creatures can't attack you.

You can't be the target of spells or abilities.

You can't play spells.



Carl Critchlow

™ & © 1993-2004 Wizards of the Coast, Inc. 96/140 Wizards

Form of the Squirrel



Enchantment

As Form of the Squirrel comes into play, put a 1/1 green Squirrel creature token into play. You lose the game when it leaves play.

Creatures can't attack you.

You can't be the target of spells or abilities.

You can't play spells.



Carl Critchlow

™ & © 1993-2004 Wizards of the Coast, Inc. 96/140 Wizards

Form of the Squirrel



Enchantment

As Form of the Squirrel comes into play, put a 1/1 green Squirrel creature token into play. You lose the game when it leaves play.

Creatures can't attack you.

You can't be the target of spells or abilities.

You can't play spells.



Carl Critchlow

™ & © 1993-2004 Wizards of the Coast, Inc. 96/140 Wizards