Trollhide {2}{G}



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "{1}{G}: Regenerate this creature." *(The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Steven Belledin

™ & © 1993-2011 Wizards of the Coast LLC 190/249

Trollhide {2}{G}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "{1}{G}: Regenerate this creature." *(The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Steven Belledin

™ & © 1993-2011 Wizards of the Coast LLC 190/249

Trollhide {2}{G}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "{1}{G}: Regenerate this creature." *(The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Steven Belledin

™ & © 1993-2011 Wizards of the Coast LLC 190/249

Trollhide {2}{G}



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "{1}{G}: Regenerate this creature." *(The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Steven Belledin

™ & © 1993-2011 Wizards of the Coast LLC 190/249

Trollhide {2}{G}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "{1}{G}: Regenerate this creature." *(The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Steven Belledin

™ & © 1993-2011 Wizards of the Coast LLC 190/249

Trollhide {2}{G}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "{1}{G}: Regenerate this creature." *(The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Steven Belledin

™ & © 1993-2011 Wizards of the Coast LLC 190/249

Trollhide {2}{G}



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "{1}{G}: Regenerate this creature." *(The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Steven Belledin

™ & © 1993-2011 Wizards of the Coast LLC 190/249

Trollhide {2}{G}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "{1}{G}: Regenerate this creature." *(The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Steven Belledin

™ & © 1993-2011 Wizards of the Coast LLC 190/249

Trollhide {2}{G}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "{1}{G}: Regenerate this creature." *(The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Steven Belledin

™ & © 1993-2011 Wizards of the Coast LLC 190/249