Pacifism 1W



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*

Enchanted creature can't attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

Robert Bliss

™ & © 1993–2005 Wizards of the Coast, Inc. 31/350

Pacifism 1W

Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*

Enchanted creature can't attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

Robert Bliss

™ & © 1993–2005 Wizards of the Coast, Inc. 31/350

Pacifism 1W

Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*

Enchanted creature can't attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

Robert Bliss

™ & © 1993–2005 Wizards of the Coast, Inc. 31/350

Pacifism 1W



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*

Enchanted creature can't attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

Robert Bliss

™ & © 1993–2005 Wizards of the Coast, Inc. 31/350

Pacifism 1W

Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*

Enchanted creature can't attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

Robert Bliss

™ & © 1993–2005 Wizards of the Coast, Inc. 31/350

Pacifism 1W

Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*

Enchanted creature can't attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

Robert Bliss

™ & © 1993–2005 Wizards of the Coast, Inc. 31/350

Pacifism 1W



Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*

Enchanted creature can't attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

Robert Bliss

™ & © 1993–2005 Wizards of the Coast, Inc. 31/350

Pacifism 1W

Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*

Enchanted creature can't attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

Robert Bliss

™ & © 1993–2005 Wizards of the Coast, Inc. 31/350

Pacifism 1W

Enchantment — Aura

Enchant creature *(Target a creature as you play this. This card comes into play attached to that creature.)*

Enchanted creature can't attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

Robert Bliss

™ & © 1993–2005 Wizards of the Coast, Inc. 31/350