Fists of Ironwood 1G



Enchantment — Aura

Enchant creature

When Fists of Ironwood enters the battlefield, put two 1/1 green Saproling creature tokens onto the battlefield.

Enchanted creature has trample.

Saprolings add the three and the four to the "one-two punch."

Glen Angus

™ & © 1993–2011 Wizards of the Coast LLC 156/318

Fists of Ironwood 1G

Enchantment — Aura

Enchant creature

When Fists of Ironwood enters the battlefield, put two 1/1 green Saproling creature tokens onto the battlefield.

Enchanted creature has trample.

Saprolings add the three and the four to the "one-two punch."

Glen Angus

™ & © 1993–2011 Wizards of the Coast LLC 156/318

Fists of Ironwood 1G

Enchantment — Aura

Enchant creature

When Fists of Ironwood enters the battlefield, put two 1/1 green Saproling creature tokens onto the battlefield.

Enchanted creature has trample.

Saprolings add the three and the four to the "one-two punch."

Glen Angus

™ & © 1993–2011 Wizards of the Coast LLC 156/318

Fists of Ironwood 1G

Enchantment — Aura

Enchant creature

When Fists of Ironwood enters the battlefield, put two 1/1 green Saproling creature tokens onto the battlefield.

Enchanted creature has trample.

Saprolings add the three and the four to the "one-two punch."

Glen Angus

™ & © 1993–2011 Wizards of the Coast LLC 156/318

Fists of Ironwood 1G

Enchantment — Aura

Enchant creature

When Fists of Ironwood enters the battlefield, put two 1/1 green Saproling creature tokens onto the battlefield.

Enchanted creature has trample.

Saprolings add the three and the four to the "one-two punch."

Glen Angus

™ & © 1993–2011 Wizards of the Coast LLC 156/318

Fists of Ironwood 1G

Enchantment — Aura

Enchant creature

When Fists of Ironwood enters the battlefield, put two 1/1 green Saproling creature tokens onto the battlefield.

Enchanted creature has trample.

Saprolings add the three and the four to the "one-two punch."

Glen Angus

™ & © 1993–2011 Wizards of the Coast LLC 156/318

Fists of Ironwood 1G

Enchantment — Aura

Enchant creature

When Fists of Ironwood enters the battlefield, put two 1/1 green Saproling creature tokens onto the battlefield.

Enchanted creature has trample.

Saprolings add the three and the four to the "one-two punch."

Glen Angus

™ & © 1993–2011 Wizards of the Coast LLC 156/318

Fists of Ironwood 1G

Enchantment — Aura

Enchant creature

When Fists of Ironwood enters the battlefield, put two 1/1 green Saproling creature tokens onto the battlefield.

Enchanted creature has trample.

Saprolings add the three and the four to the "one-two punch."

Glen Angus

™ & © 1993–2011 Wizards of the Coast LLC 156/318

Fists of Ironwood 1G

Enchantment — Aura

Enchant creature

When Fists of Ironwood enters the battlefield, put two 1/1 green Saproling creature tokens onto the battlefield.

Enchanted creature has trample.

Saprolings add the three and the four to the "one-two punch."

Glen Angus

™ & © 1993–2011 Wizards of the Coast LLC 156/318