Petrify {1}{W}



Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

Those who break the laws of the Malamet become cold, silent warnings to others who might try.

C 0030
LCI • EN • Samuel Araya

™ & © 2023 Wizards of the Coast

Petrify {1}{W}

Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

Those who break the laws of the Malamet become cold, silent warnings to others who might try.

C 0030
LCI • EN • Samuel Araya

™ & © 2023 Wizards of the Coast

Petrify {1}{W}

Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

Those who break the laws of the Malamet become cold, silent warnings to others who might try.

C 0030
LCI • EN • Samuel Araya

™ & © 2023 Wizards of the Coast

Petrify {1}{W}



Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

Those who break the laws of the Malamet become cold, silent warnings to others who might try.

C 0030
LCI • EN • Samuel Araya

™ & © 2023 Wizards of the Coast

Petrify {1}{W}

Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

Those who break the laws of the Malamet become cold, silent warnings to others who might try.

C 0030
LCI • EN • Samuel Araya

™ & © 2023 Wizards of the Coast

Petrify {1}{W}

Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

Those who break the laws of the Malamet become cold, silent warnings to others who might try.

C 0030
LCI • EN • Samuel Araya

™ & © 2023 Wizards of the Coast

Petrify {1}{W}



Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

Those who break the laws of the Malamet become cold, silent warnings to others who might try.

C 0030
LCI • EN • Samuel Araya

™ & © 2023 Wizards of the Coast

Petrify {1}{W}

Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

Those who break the laws of the Malamet become cold, silent warnings to others who might try.

C 0030
LCI • EN • Samuel Araya

™ & © 2023 Wizards of the Coast

Petrify {1}{W}

Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

Those who break the laws of the Malamet become cold, silent warnings to others who might try.

C 0030
LCI • EN • Samuel Araya

™ & © 2023 Wizards of the Coast