

Lignify

1



Tribal Enchantment — Treefolk Aura



Enchant creature
Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.
"Huorns began to move south, as soon as the gates were shut again. Their business was with Orcs I think."
—Merry

C 0252

LTC • EN

Hristo D. Chukov

™ & © 2023 Wizards of the Coast

© MEE

Lignify

1



Tribal Enchantment — Treefolk Aura



Enchant creature
Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.
"Huorns began to move south, as soon as the gates were shut again. Their business was with Orcs I think."
—Merry

C 0252

LTC • EN

Hristo D. Chukov

™ & © 2023 Wizards of the Coast

© MEE

Lignify

1



Tribal Enchantment — Treefolk Aura



Enchant creature
Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.
"Huorns began to move south, as soon as the gates were shut again. Their business was with Orcs I think."
—Merry

C 0252

LTC • EN

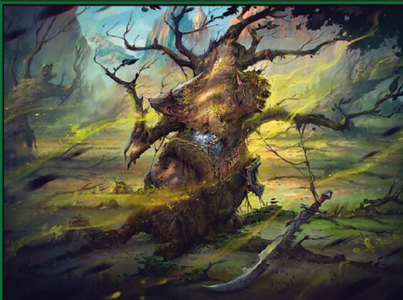
Hristo D. Chukov

™ & © 2023 Wizards of the Coast

© MEE

Lignify

1



Tribal Enchantment — Treefolk Aura



Enchant creature
Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.
"Huorns began to move south, as soon as the gates were shut again. Their business was with Orcs I think."
—Merry

C 0252

LTC • EN

Hristo D. Chukov

™ & © 2023 Wizards of the Coast

© MEE

Lignify

1



Tribal Enchantment — Treefolk Aura



Enchant creature
Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.
"Huorns began to move south, as soon as the gates were shut again. Their business was with Orcs I think."
—Merry

C 0252

LTC • EN

Hristo D. Chukov

™ & © 2023 Wizards of the Coast

© MEE

Lignify

1



Tribal Enchantment — Treefolk Aura



Enchant creature
Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.
"Huorns began to move south, as soon as the gates were shut again. Their business was with Orcs I think."
—Merry

C 0252

LTC • EN

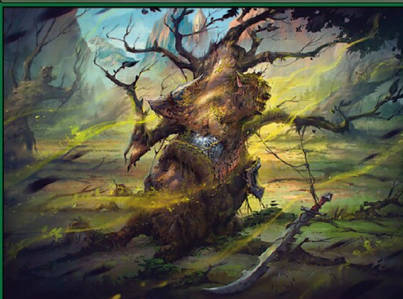
Hristo D. Chukov

™ & © 2023 Wizards of the Coast

© MEE

Lignify

1



Tribal Enchantment — Treefolk Aura



Enchant creature
Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.
"Huorns began to move south, as soon as the gates were shut again. Their business was with Orcs I think."
—Merry

C 0252

LTC • EN

Hristo D. Chukov

™ & © 2023 Wizards of the Coast

© MEE

Lignify

1



Tribal Enchantment — Treefolk Aura



Enchant creature
Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.
"Huorns began to move south, as soon as the gates were shut again. Their business was with Orcs I think."
—Merry

C 0252

LTC • EN

Hristo D. Chukov

™ & © 2023 Wizards of the Coast

© MEE

Lignify

1



Tribal Enchantment — Treefolk Aura



Enchant creature
Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.
"Huorns began to move south, as soon as the gates were shut again. Their business was with Orcs I think."
—Merry

C 0252

LTC • EN

Hristo D. Chukov

™ & © 2023 Wizards of the Coast

© MEE