

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301

Armored Ascension

3*



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"

—Braenna, cobblesmith

—Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 2/301