Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●



Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich

Control Magic 2 ●●

Enchant Creature

You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Illus. © Dameon Willich