

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350

Sphere of Duty

3 *



Enchantment



If a green source would deal damage to you, prevent 2 of that damage.

Duty subdues instinct.

Illus. Christopher Moeller
™ & © 1993-2001 Wizards of the Coast, Inc. 48/350