Faith's Fetters 3



Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3



Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3



Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3



Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306

Faith's Fetters 3

Enchantment — Aura

Enchant permanent

When Faith's Fetters comes into play, you gain 4 life.

Enchanted permanent's activated abilities can't be played unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.

Chippy

™ & © 1993–2005 Wizards of the Coast, Inc. 16/306