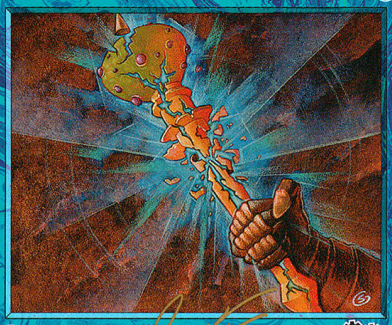
Annul



Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

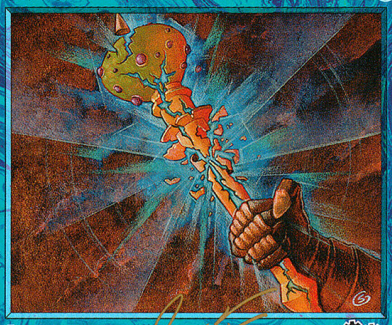
The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul



Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

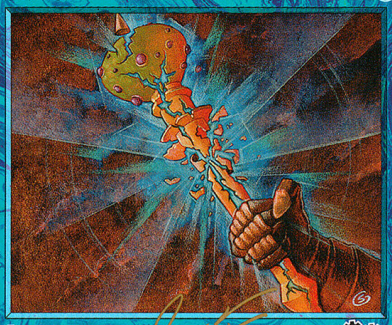
The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul



Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

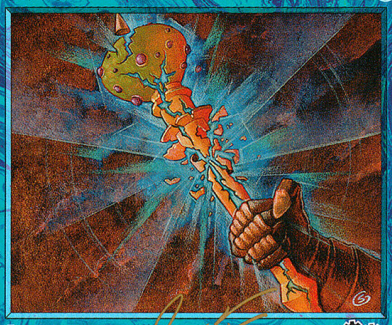
The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul



Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB

Annul

Interrupt

Counter target artifact or enchantment spell.

The most effective way to destroy a spell is to ensure it was never cast in the first place.

Illus. Greg Simanson

©1993–1998 Wizards of the Coast, Inc. 59/350

SB