Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143

Cagemail 1

Enchant Creature

Enchanted creature gets +2/+2 and can't attack.

"Power often costs too high a price."
—Commander Eesha

Illus. Scott M. Fischer

™ & © 1993–2002 Wizards of the Coast, Inc. 7/143