Cage of Hands



Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands



Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands



Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands



Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306

Cage of Hands

Enchant Creature

Enchanted creature can't attack or block.

1: Return Cage of Hands to its owner's hand.

"Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much."
—Dosan the Falling Leaf

Mark Tedin

™ & © 1993–2004 Wizards of the Coast, Inc. 3/306