Pacifism 1



Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1



Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1



Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1



Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350

Pacifism 1

Enchant Creature

Enchanted creature cannot attack or block.

"Fight? I cannot. I do not care if I live or die, so long as I can rest."
—Urza, to Serra

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 27/350