Vow of Duty {2}{W}



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has vigilance, and can't attack you or a planeswalker you control.

"I prefer loyalty to be a matter of respect, not of magic. But one does what one must."
—Kaalia of the Vast

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 36/318

Vow of Duty {2}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has vigilance, and can't attack you or a planeswalker you control.

"I prefer loyalty to be a matter of respect, not of magic. But one does what one must."
—Kaalia of the Vast

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 36/318

Vow of Duty {2}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has vigilance, and can't attack you or a planeswalker you control.

"I prefer loyalty to be a matter of respect, not of magic. But one does what one must."
—Kaalia of the Vast

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 36/318

Vow of Duty {2}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has vigilance, and can't attack you or a planeswalker you control.

"I prefer loyalty to be a matter of respect, not of magic. But one does what one must."
—Kaalia of the Vast

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 36/318

Vow of Duty {2}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has vigilance, and can't attack you or a planeswalker you control.

"I prefer loyalty to be a matter of respect, not of magic. But one does what one must."
—Kaalia of the Vast

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 36/318

Vow of Duty {2}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has vigilance, and can't attack you or a planeswalker you control.

"I prefer loyalty to be a matter of respect, not of magic. But one does what one must."
—Kaalia of the Vast

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 36/318

Vow of Duty {2}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has vigilance, and can't attack you or a planeswalker you control.

"I prefer loyalty to be a matter of respect, not of magic. But one does what one must."
—Kaalia of the Vast

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 36/318

Vow of Duty {2}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has vigilance, and can't attack you or a planeswalker you control.

"I prefer loyalty to be a matter of respect, not of magic. But one does what one must."
—Kaalia of the Vast

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 36/318

Vow of Duty {2}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has vigilance, and can't attack you or a planeswalker you control.

"I prefer loyalty to be a matter of respect, not of magic. But one does what one must."
—Kaalia of the Vast

Wayne Reynolds

™ & © 1993–2011 Wizards of the Coast LLC 36/318