Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

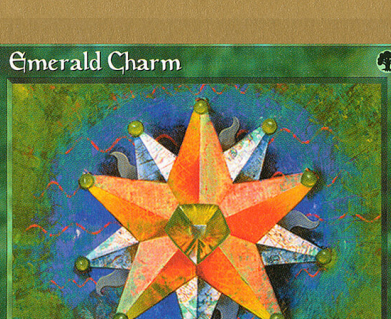
Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

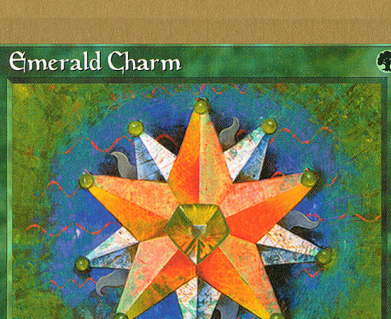
Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

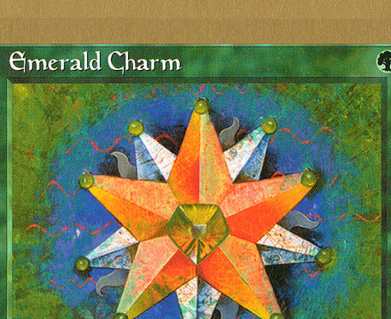
Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

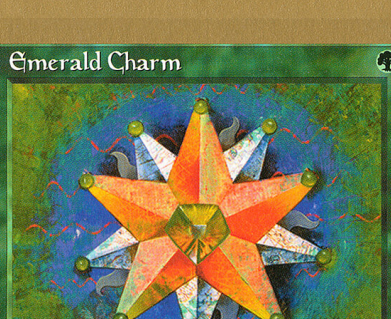
Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm



Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.

Emerald Charm

Instant

Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Illus. Greg Spalenka
©1996 Wizards of the Coast, Inc. All rights reserved.