Curse of Chains



Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains



Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains



Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains



Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301

Curse of Chains

Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

Drew Tucker

™ & © 1993–2008 Wizards of the Coast, Inc. 139/301