Custody Battle 1R



Enchant Creature

Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."

Goblins resolve disputes by splitting everything straight down the middle.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 197/350

Custody Battle 1R

Enchant Creature

Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."

Goblins resolve disputes by splitting everything straight down the middle.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 197/350

Custody Battle 1R

Enchant Creature

Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."

Goblins resolve disputes by splitting everything straight down the middle.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 197/350

Custody Battle 1R

Enchant Creature

Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."

Goblins resolve disputes by splitting everything straight down the middle.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 197/350

Custody Battle 1R

Enchant Creature

Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."

Goblins resolve disputes by splitting everything straight down the middle.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 197/350

Custody Battle 1R

Enchant Creature

Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."

Goblins resolve disputes by splitting everything straight down the middle.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 197/350

Custody Battle 1R

Enchant Creature

Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."

Goblins resolve disputes by splitting everything straight down the middle.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 197/350

Custody Battle 1R

Enchant Creature

Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."

Goblins resolve disputes by splitting everything straight down the middle.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 197/350

Custody Battle 1R

Enchant Creature

Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."

Goblins resolve disputes by splitting everything straight down the middle.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 197/350