Bound in Silence 2



Tribal Enchantment — Rebel Aura

Enchant creature
Enchanted creature can't attack or block.
A fight put off forever is already won.

William Simpson
™ & © 2013 Wizards of the Coast 8/229

Bound in Silence 2



Tribal Enchantment — Rebel Aura

Enchant creature
Enchanted creature can't attack or block.
A fight put off forever is already won.

William Simpson
™ & © 2013 Wizards of the Coast 8/229

Bound in Silence 2



Tribal Enchantment — Rebel Aura

Enchant creature
Enchanted creature can't attack or block.
A fight put off forever is already won.

William Simpson
™ & © 2013 Wizards of the Coast 8/229

Bound in Silence 2



Tribal Enchantment — Rebel Aura

Enchant creature
Enchanted creature can't attack or block.
A fight put off forever is already won.

William Simpson
™ & © 2013 Wizards of the Coast 8/229

Bound in Silence 2



Tribal Enchantment — Rebel Aura

Enchant creature
Enchanted creature can't attack or block.
A fight put off forever is already won.

William Simpson
™ & © 2013 Wizards of the Coast 8/229

Bound in Silence 2



Tribal Enchantment — Rebel Aura

Enchant creature
Enchanted creature can't attack or block.
A fight put off forever is already won.

William Simpson
™ & © 2013 Wizards of the Coast 8/229

Bound in Silence 2



Tribal Enchantment — Rebel Aura

Enchant creature
Enchanted creature can't attack or block.
A fight put off forever is already won.

William Simpson
™ & © 2013 Wizards of the Coast 8/229

Bound in Silence 2



Tribal Enchantment — Rebel Aura

Enchant creature
Enchanted creature can't attack or block.
A fight put off forever is already won.

William Simpson
™ & © 2013 Wizards of the Coast 8/229

Bound in Silence 2



Tribal Enchantment — Rebel Aura

Enchant creature
Enchanted creature can't attack or block.
A fight put off forever is already won.

William Simpson
™ & © 2013 Wizards of the Coast 8/229