Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350

Sphere of Law 3



Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

Law smothers anarchy.

Illus. Christopher Moeller

™ & © 1993–2001 Wizards of the Coast, Inc. 50/350