Equilibrium {1}{U}{U}



Enchantment

Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.

In Rath, there are only so many souls to go around.

Illus. Jeff Miracola

©1993–1998 Wizards of the Coast, Inc. 32/143

Equilibrium {1}{U}{U}

Enchantment

Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.

In Rath, there are only so many souls to go around.

Illus. Jeff Miracola

©1993–1998 Wizards of the Coast, Inc. 32/143

Equilibrium {1}{U}{U}

Enchantment

Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.

In Rath, there are only so many souls to go around.

Illus. Jeff Miracola

©1993–1998 Wizards of the Coast, Inc. 32/143

Equilibrium {1}{U}{U}

Enchantment

Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.

In Rath, there are only so many souls to go around.

Illus. Jeff Miracola

©1993–1998 Wizards of the Coast, Inc. 32/143

Equilibrium {1}{U}{U}

Enchantment

Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.

In Rath, there are only so many souls to go around.

Illus. Jeff Miracola

©1993–1998 Wizards of the Coast, Inc. 32/143

Equilibrium {1}{U}{U}

Enchantment

Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.

In Rath, there are only so many souls to go around.

Illus. Jeff Miracola

©1993–1998 Wizards of the Coast, Inc. 32/143

Equilibrium {1}{U}{U}

Enchantment

Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.

In Rath, there are only so many souls to go around.

Illus. Jeff Miracola

©1993–1998 Wizards of the Coast, Inc. 32/143

Equilibrium {1}{U}{U}

Enchantment

Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.

In Rath, there are only so many souls to go around.

Illus. Jeff Miracola

©1993–1998 Wizards of the Coast, Inc. 32/143

Equilibrium {1}{U}{U}

Enchantment

Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.

In Rath, there are only so many souls to go around.

Illus. Jeff Miracola

©1993–1998 Wizards of the Coast, Inc. 32/143