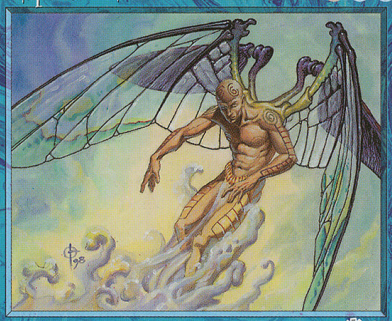
Zephid's Embrace 2UU



Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

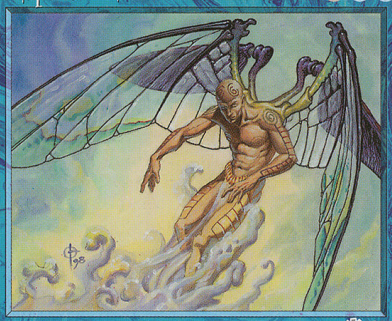
Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU



Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

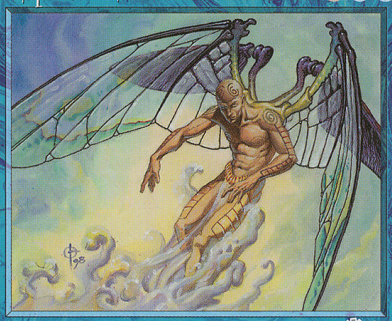
Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU



Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

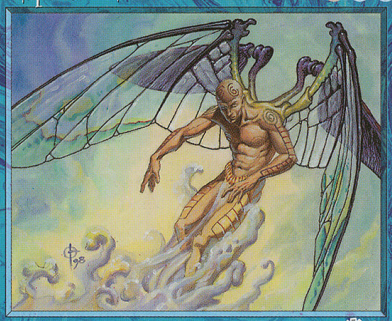
Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU



Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350

Zephid's Embrace 2UU

Enchant Creature

Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Spells will shun you, as will everyone else.

Illus. Daren Bader

©1993–1998 Wizards of the Coast, Inc. 114/350