Circle of Protection: Green 1



Enchantment

1: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Green 1



Enchantment

1: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Green 1



Enchantment

1: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Green 1



Enchantment

1: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Green 1



Enchantment

1: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Green 1

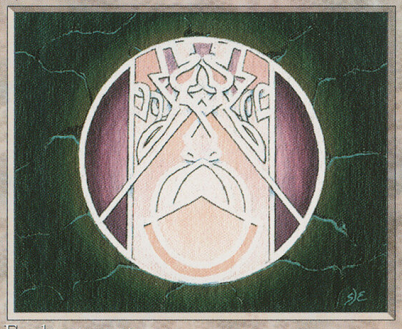


Enchantment

1: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Green 1



Enchantment

1: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Green 1

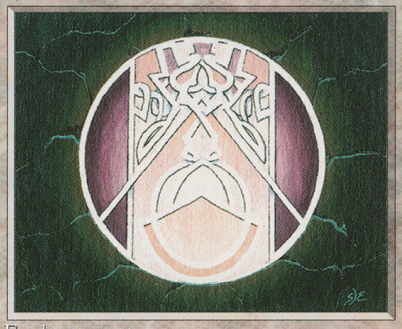


Enchantment

1: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Green 1



Enchantment

1: Prevent all damage against you from one green source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.