## Encircling Fissure 2✳



**Instant**

Prevent all combat damage that would be dealt this turn by creatures target opponent controls.

Awaken 2—4✳ *(If you cast this spell for 4✳, also put two +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

023/274 U
BFZ • EN
Igor Kieryluk

™ & © 2015 Wizards of the Coast


## Encircling Fissure 2✳



**Instant**

Prevent all combat damage that would be dealt this turn by creatures target opponent controls.

Awaken 2—4✳ *(If you cast this spell for 4✳, also put two +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

023/274 U
BFZ • EN
Igor Kieryluk

™ & © 2015 Wizards of the Coast

## Encircling Fissure 2✳



**Instant**

Prevent all combat damage that would be dealt this turn by creatures target opponent controls.

Awaken 2—4✳ *(If you cast this spell for 4✳, also put two +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

023/274 U
BFZ • EN
Igor Kieryluk

™ & © 2015 Wizards of the Coast

## Encircling Fissure 2✳



**Instant**

Prevent all combat damage that would be dealt this turn by creatures target opponent controls.

Awaken 2—4✳ *(If you cast this spell for 4✳, also put two +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

023/274 U
BFZ • EN
Igor Kieryluk

™ & © 2015 Wizards of the Coast