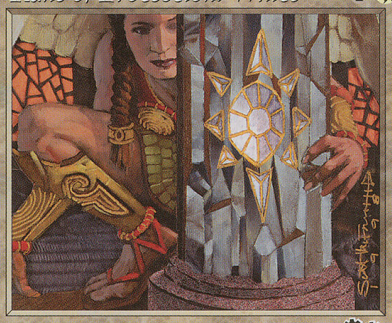
Rune of Protection: White 1



Enchantment

: Prevent all damage to you from a white source. *(Treat further damage from that source normally.)*

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Scott M. Fischer

©1993–1998 Wizards of the Coast, Inc. 41/350

Rune of Protection: White 1

Enchantment

: Prevent all damage to you from a white source. *(Treat further damage from that source normally.)*

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Scott M. Fischer

©1993–1998 Wizards of the Coast, Inc. 41/350

Rune of Protection: White 1

Enchantment

: Prevent all damage to you from a white source. *(Treat further damage from that source normally.)*

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Scott M. Fischer

©1993–1998 Wizards of the Coast, Inc. 41/350

Rune of Protection: White 1

Enchantment

: Prevent all damage to you from a white source. *(Treat further damage from that source normally.)*

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Scott M. Fischer

©1993–1998 Wizards of the Coast, Inc. 41/350

Rune of Protection: White 1

Enchantment

: Prevent all damage to you from a white source. *(Treat further damage from that source normally.)*

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Scott M. Fischer

©1993–1998 Wizards of the Coast, Inc. 41/350

Rune of Protection: White 1

Enchantment

: Prevent all damage to you from a white source. *(Treat further damage from that source normally.)*

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Scott M. Fischer

©1993–1998 Wizards of the Coast, Inc. 41/350

Rune of Protection: White 1

Enchantment

: Prevent all damage to you from a white source. *(Treat further damage from that source normally.)*

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Scott M. Fischer

©1993–1998 Wizards of the Coast, Inc. 41/350

Rune of Protection: White 1

Enchantment

: Prevent all damage to you from a white source. *(Treat further damage from that source normally.)*

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Scott M. Fischer

©1993–1998 Wizards of the Coast, Inc. 41/350

Rune of Protection: White 1

Enchantment

: Prevent all damage to you from a white source. *(Treat further damage from that source normally.)*

Cycling 2 *(You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)*

Illus. Scott M. Fischer

©1993–1998 Wizards of the Coast, Inc. 41/350