Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



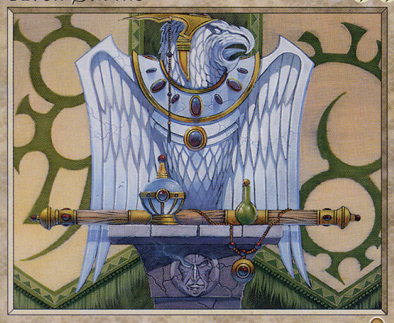
Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



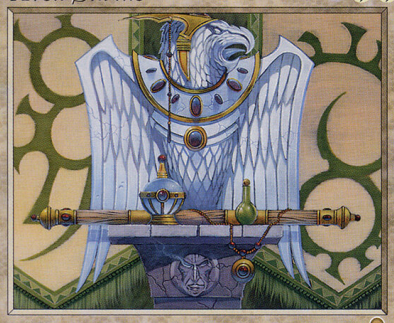
Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



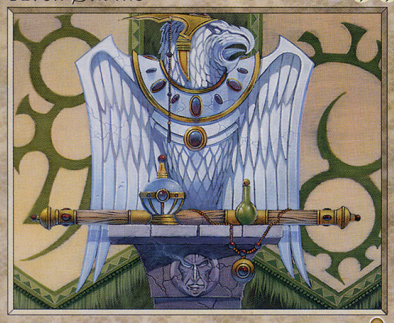
Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



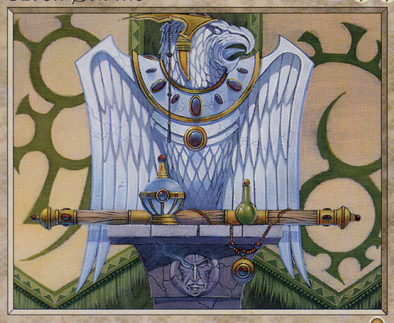
Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



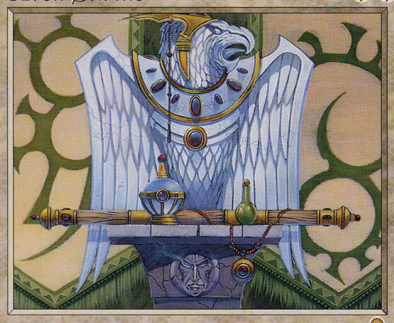
Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



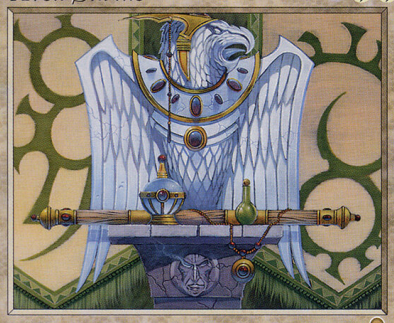
Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



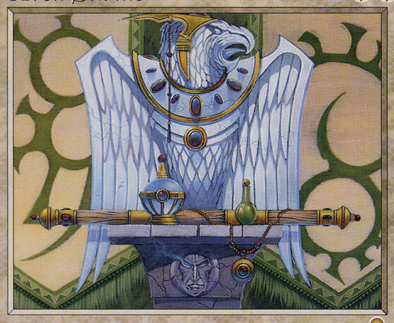
Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



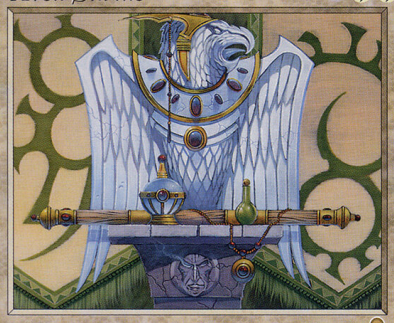
Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350

Aven Shrine 1



Enchantment

Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 9/350