

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.

Bone Mask

4



Artifact

2, ♠: Prevent all damage to you from any one source. For each 1 damage prevented in this way, remove the top card of your library from the game.

"The protection offered comes at a price. How numerous are your kin?"
—Purraj of Urborg

Illus. D. Alexander Gregory
© 1996 Wizards of the Coast, Inc. All rights reserved.