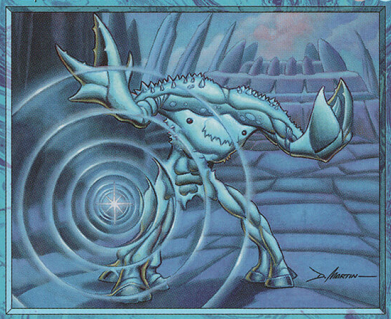
Æther Barrier 2



Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

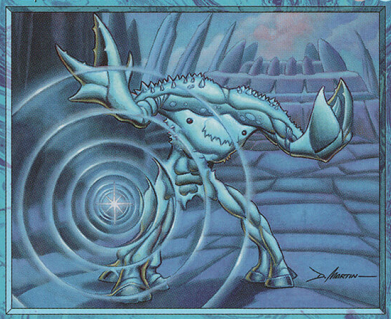
"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2



Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

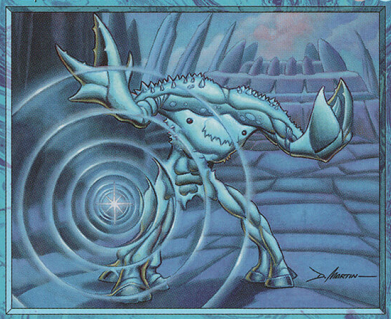
"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2



Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

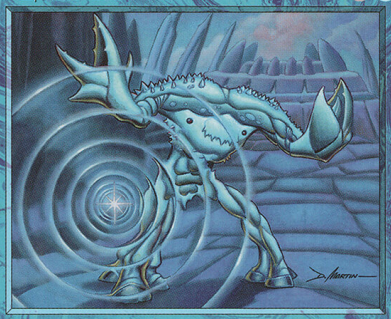
"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2



Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143

Æther Barrier 2

Enchantment

Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays 1.

"Creatures fade in and out of existence. It's an unfortunate side effect. The losses are tolerable."

—Belbe

Illus. David Martin

©1993–2000 Wizards of the Coast, Inc. 27/143