hidden Retreat 2



Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2



Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2



Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2



Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.

hidden Retreat 2

Enchantment

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. *(Treat further damage from that source normally.)*

After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Illus. Terese Nielsen

©1998 Wizards of the Coast, Inc.