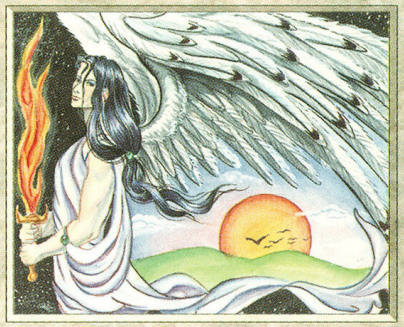
Greater Realm of Preservation 1



Enchantment

1: Prevents all damage against you from one red or black source. If a source does damage to you more than once in a turn, you must pay 1 each time you want to prevent the damage.

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