

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

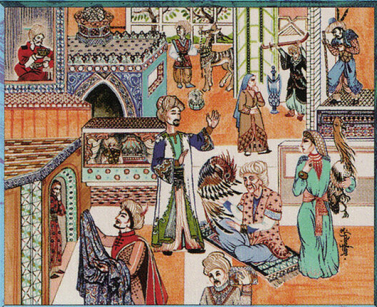
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

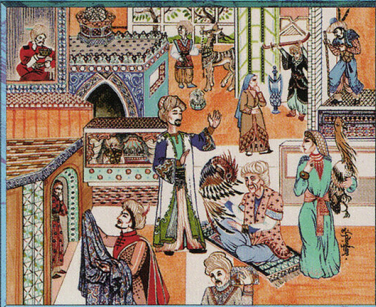
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

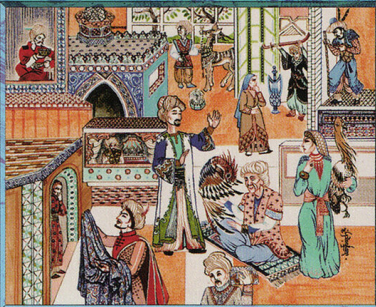
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

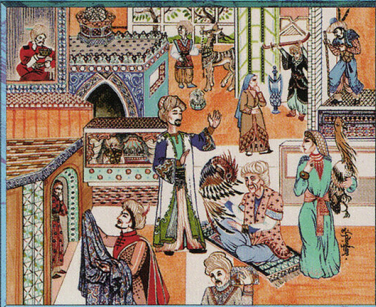
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

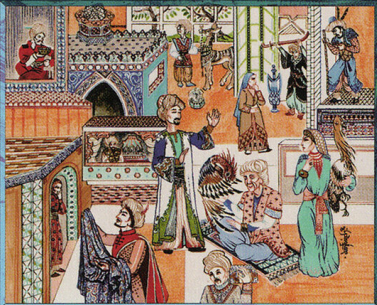
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

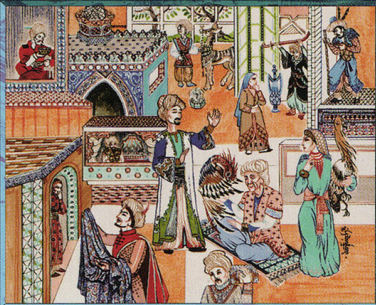
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

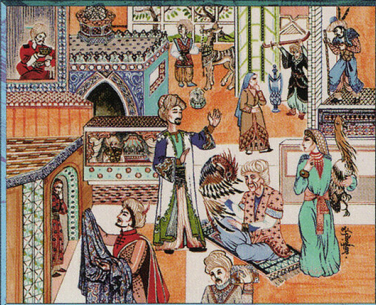
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

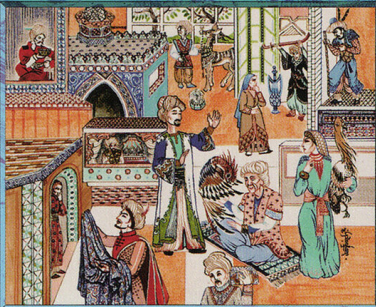
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

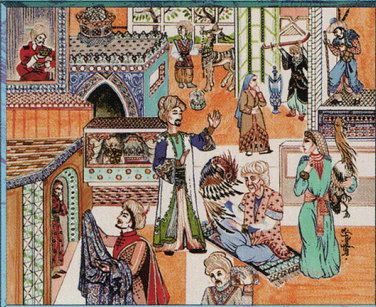
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

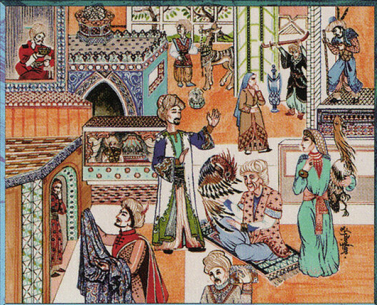
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

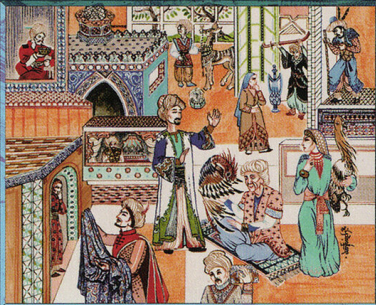
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

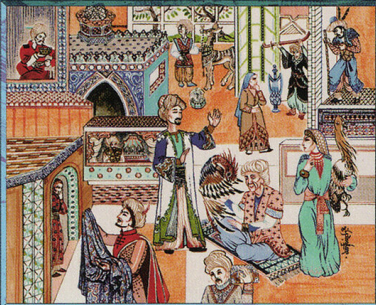
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

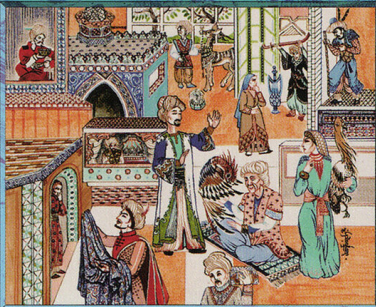
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

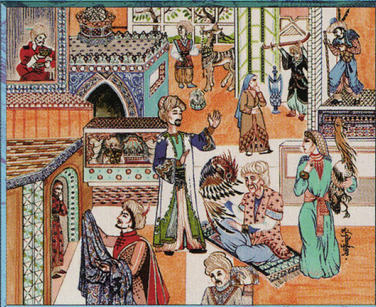
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

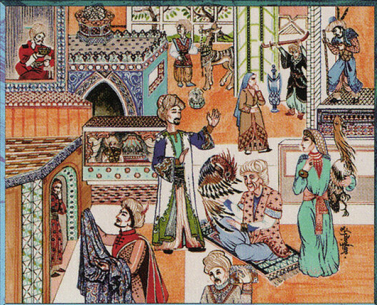
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

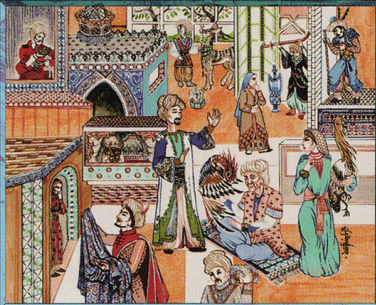
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

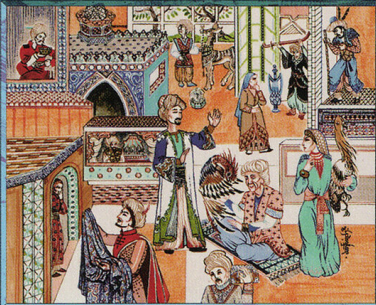
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.

Bazaar of Wonders

3 0 0



Enchant World

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.

Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Illus. Liz Danforth

© 1996 Wizards of the Coast, Inc. All rights reserved.