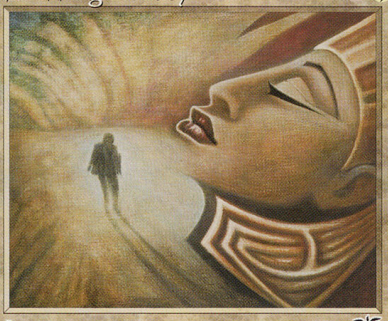
Dazzling Beauty 2

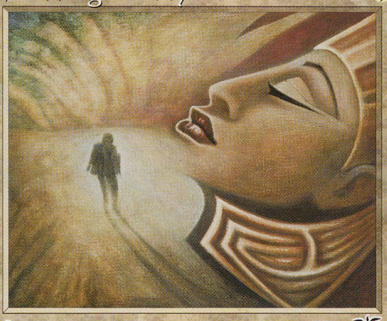


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

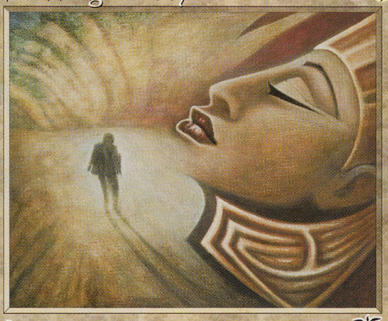


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

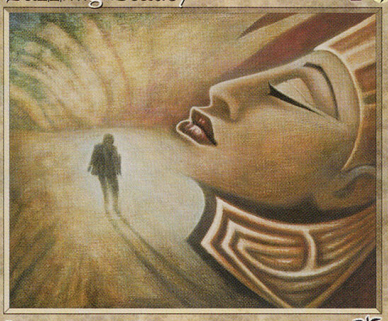


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

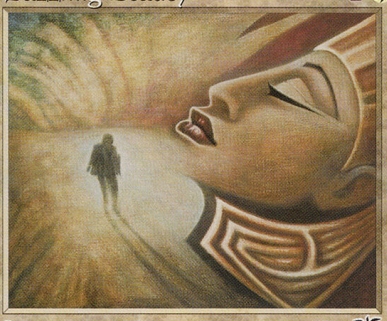


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

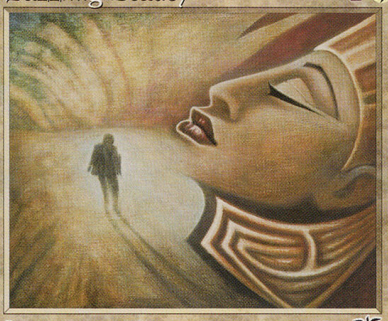


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

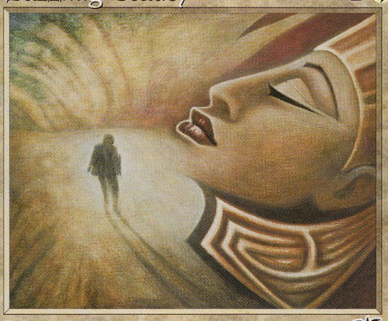


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

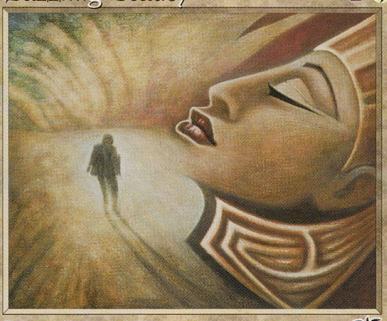


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

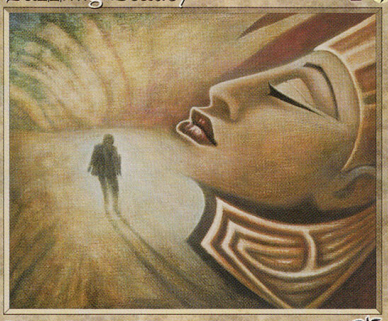


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

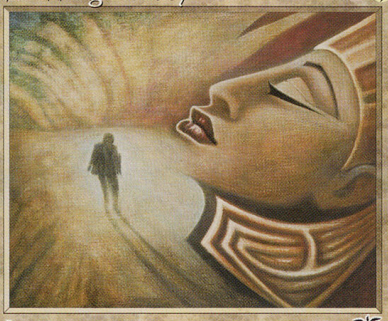


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

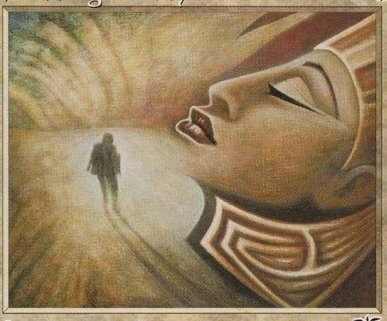


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

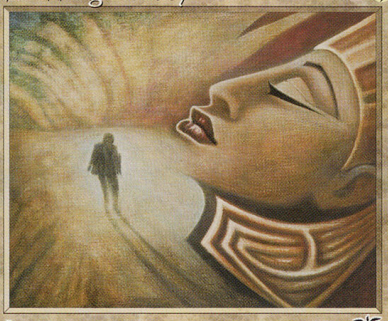


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

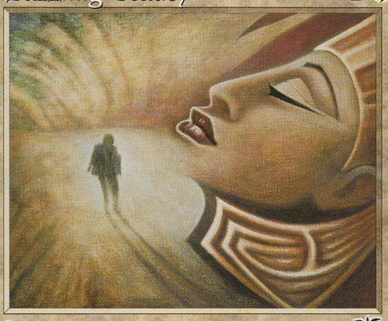


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

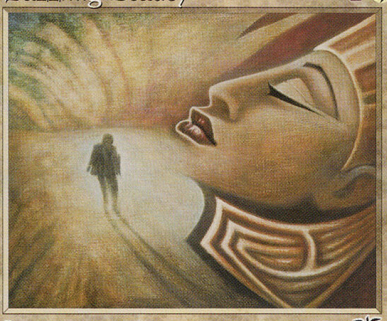


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

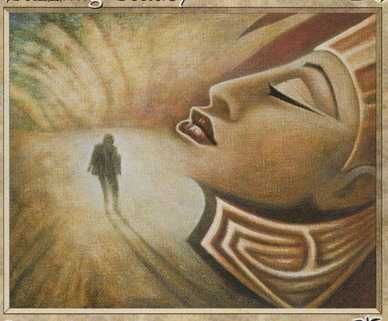


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

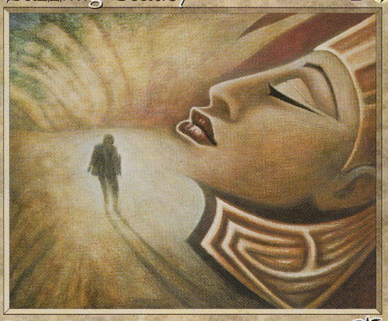


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

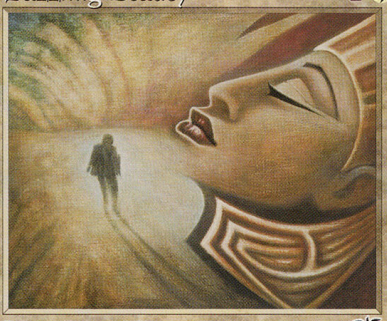


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

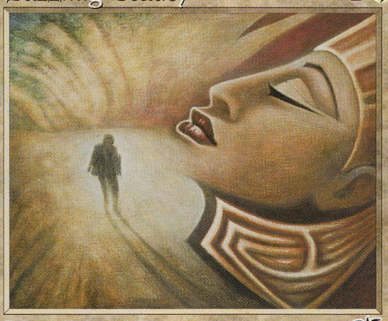


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

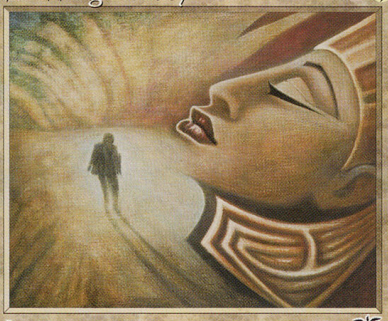


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

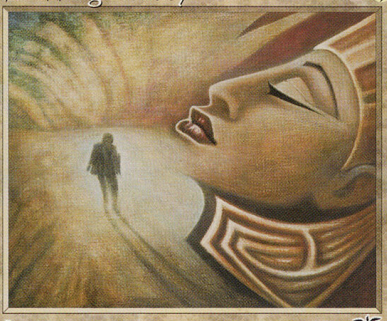


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

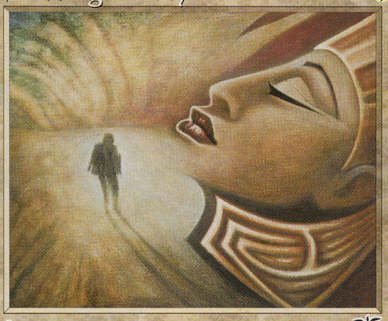


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

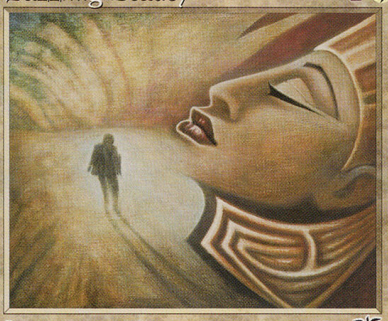


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

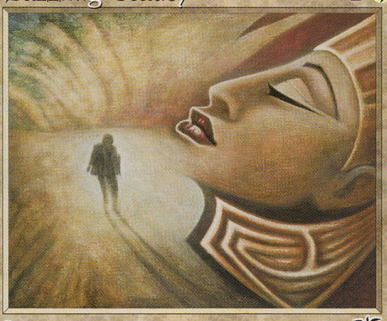


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

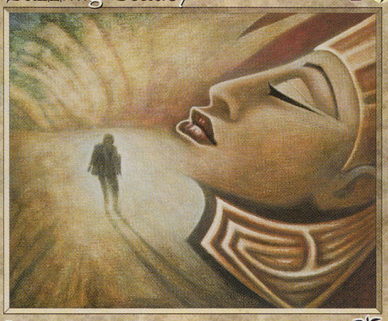


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

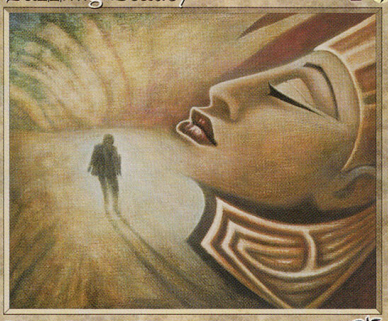


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

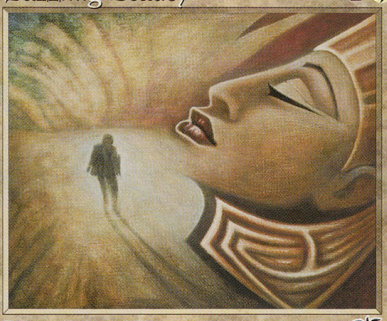


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

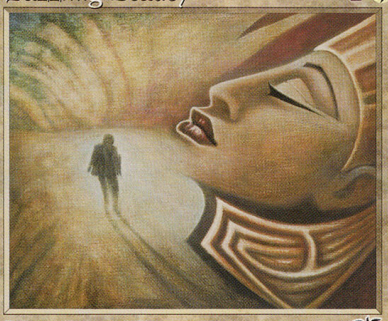


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

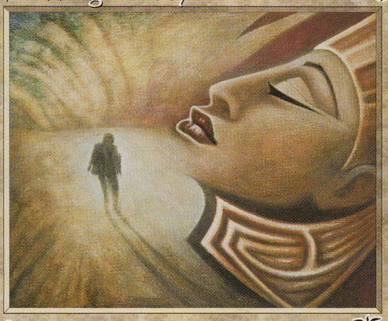


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

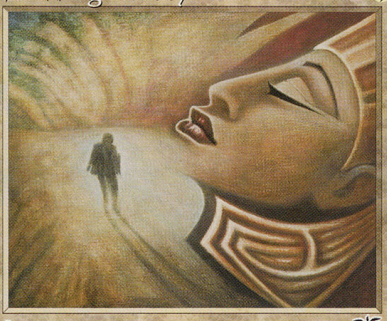


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

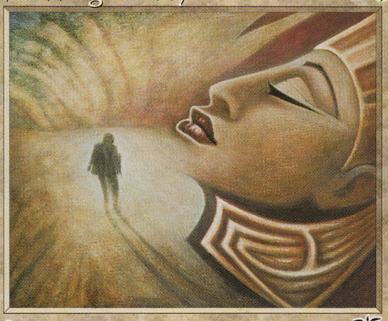


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

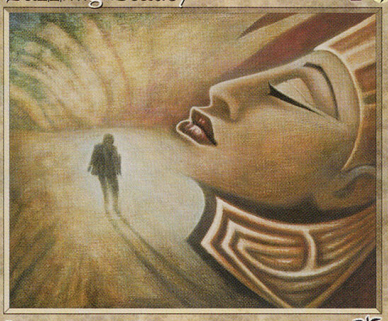


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

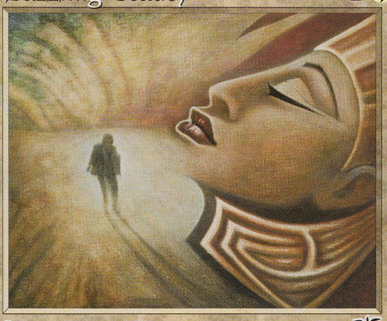


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

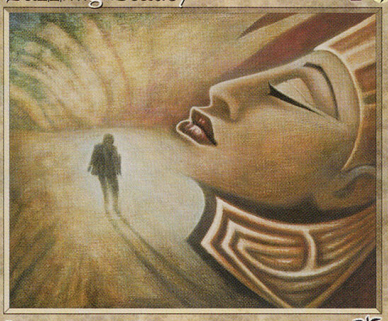


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

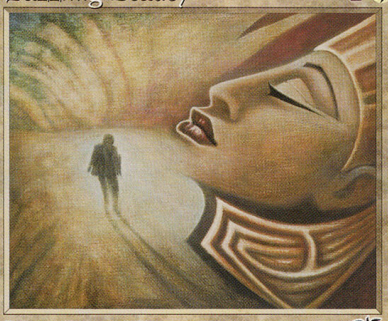


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

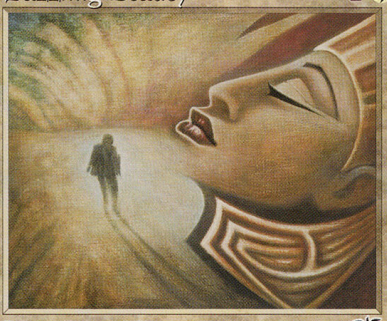


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2

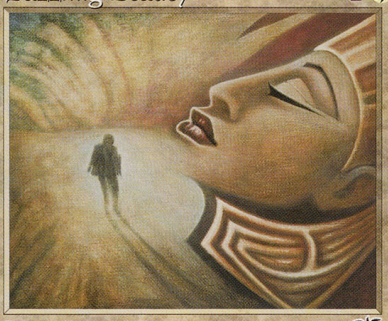


Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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

Dazzling Beauty 2



Instant

Play only when defense is chosen.
Target unblocked creature is considered blocked.
Draw a card at the beginning of the next turn's upkeep.

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