Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1



Enchantment

1 : Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Sandra Everingham
© 1995 Wizards of the Coast, Inc. All rights reserved.