Crystal Rod 1



Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1



Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1



Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1



Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350

Crystal Rod 1

Artifact

Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Polished by a thousand waves.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 295/350