Circle of Protection: Blue 1



Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1



Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1



Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1



Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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

Circle of Protection: Blue 1

Enchantment

1: Prevent all damage against you from one blue 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. Pete Venters

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