Bedlam 2



Enchantment 7

Creatures can't block.

The generals were dead. The battle plans were forgotten. It was everyone for themselves.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 174/350

Bedlam 2

Enchantment 7

Creatures can't block.

The generals were dead. The battle plans were forgotten. It was everyone for themselves.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 174/350

Bedlam 2

Enchantment 7

Creatures can't block.

The generals were dead. The battle plans were forgotten. It was everyone for themselves.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 174/350

Bedlam 2

Enchantment 7

Creatures can't block.

The generals were dead. The battle plans were forgotten. It was everyone for themselves.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 174/350

Bedlam 2

Enchantment 7

Creatures can't block.

The generals were dead. The battle plans were forgotten. It was everyone for themselves.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 174/350

Bedlam 2

Enchantment 7

Creatures can't block.

The generals were dead. The battle plans were forgotten. It was everyone for themselves.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 174/350

Bedlam 2

Enchantment 7

Creatures can't block.

The generals were dead. The battle plans were forgotten. It was everyone for themselves.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 174/350

Bedlam 2

Enchantment 7

Creatures can't block.

The generals were dead. The battle plans were forgotten. It was everyone for themselves.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 174/350

Bedlam 2

Enchantment 7

Creatures can't block.

The generals were dead. The battle plans were forgotten. It was everyone for themselves.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 174/350