Ion Storm 2R



Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R



Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R



Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R



Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast

Ion Storm 2R

Enchantment

1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

R 0286
MOC • EN
Michael Sutfin

™ & © 2023 Wizards of the Coast