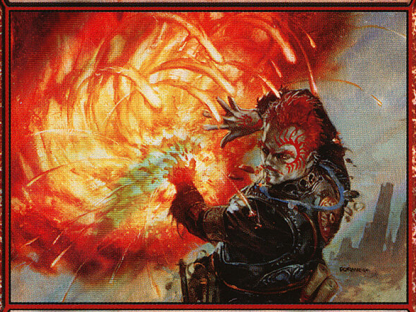
Char 2R



Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

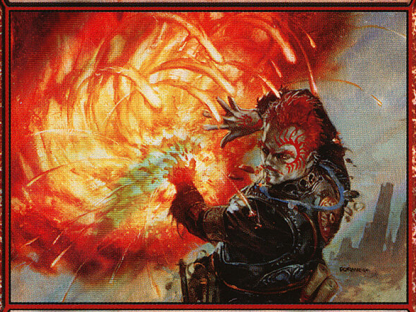
Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R



Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

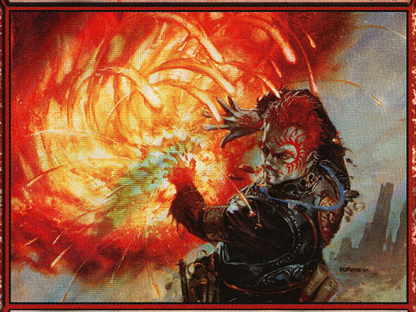
Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R



Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

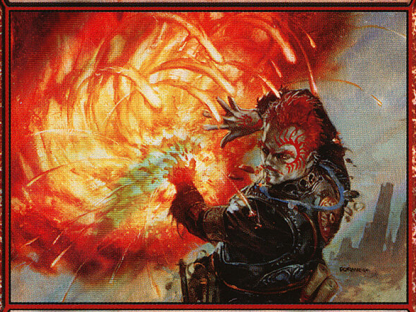
Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R



Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008

Char 2R

Instant

Char deals 4 damage to target creature or player and 2 damage to you.

If you've never choked on the embers of your own spell, you aren't casting it hard enough.

Dave Dorman

™ & © 2002–2008 Wizards of the Coast, Inc. MTG 2008