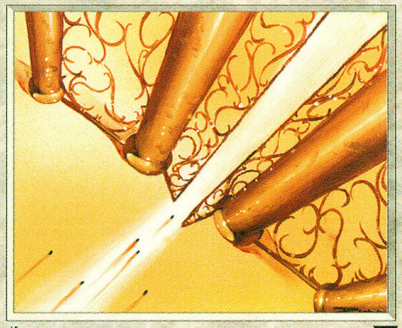
Heaven's Gate

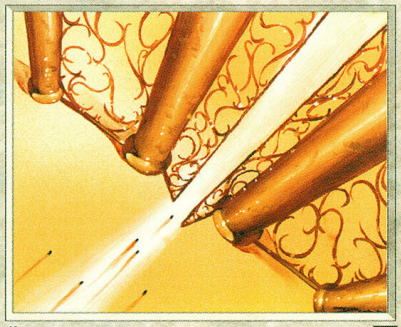


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

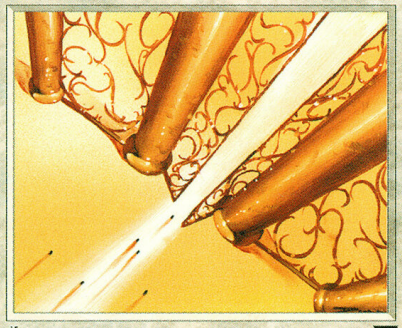


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

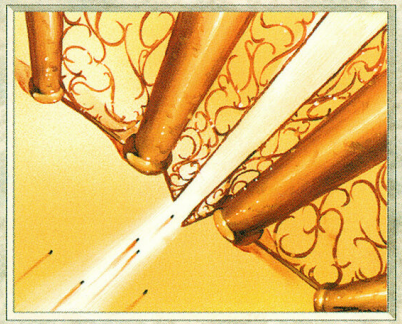


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

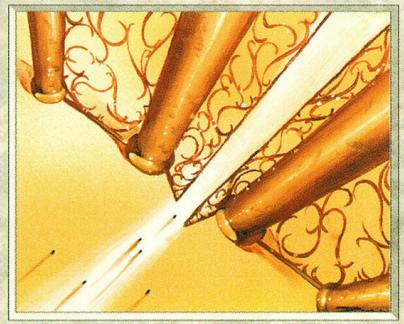


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

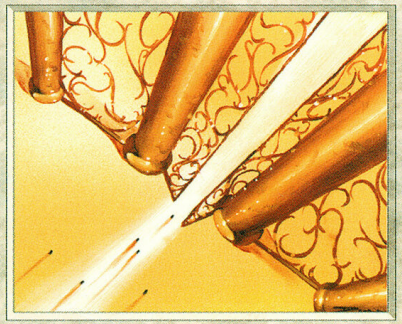


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

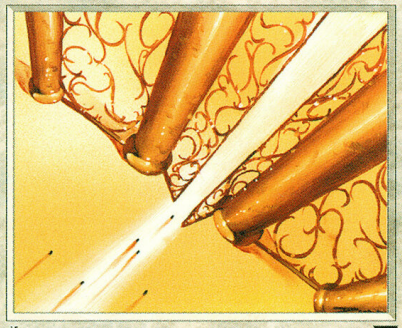


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

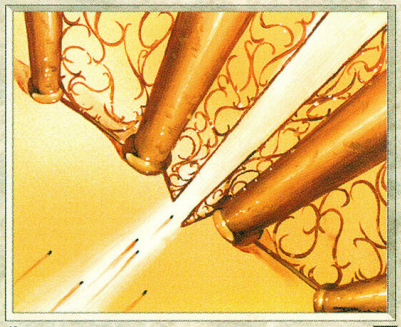


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

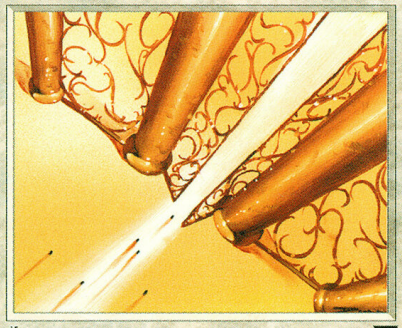


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

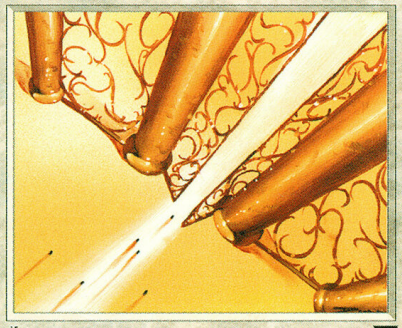


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

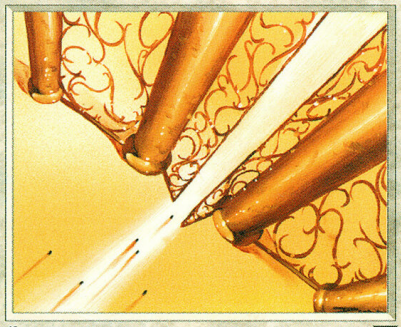


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

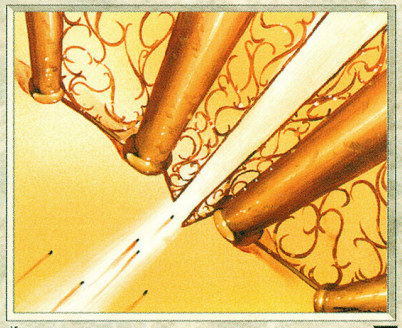


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

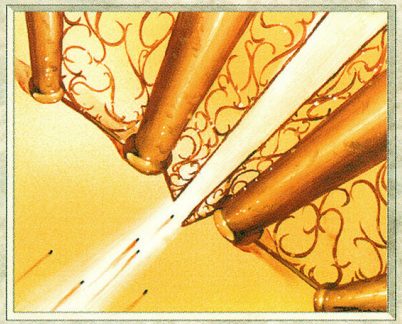


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

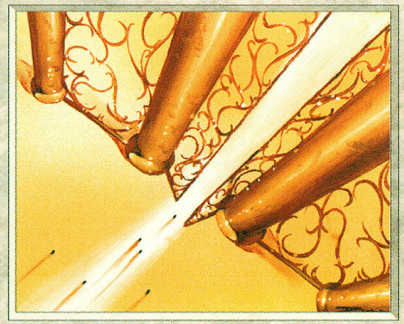


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

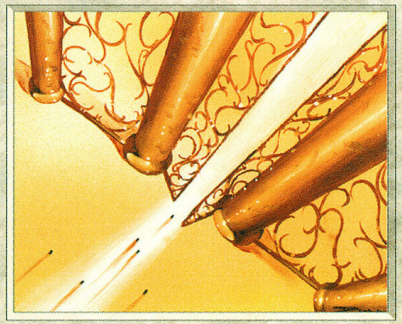


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

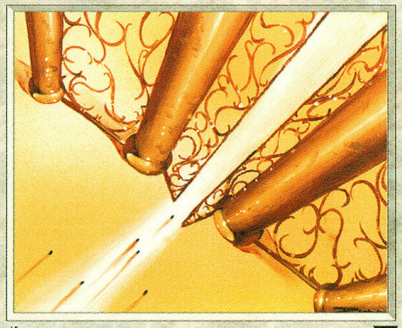


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

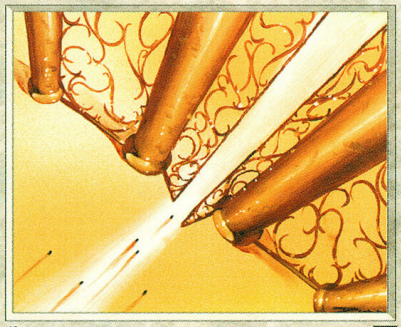


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

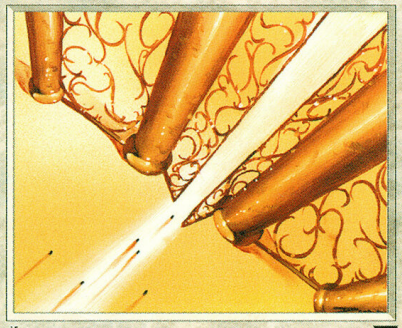


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

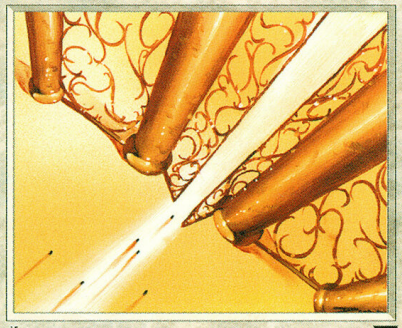


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

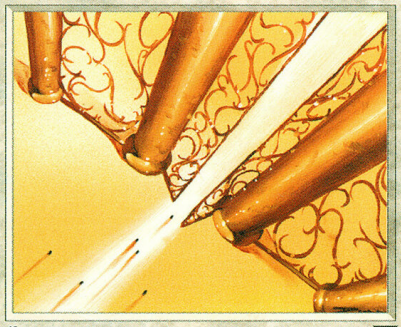


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

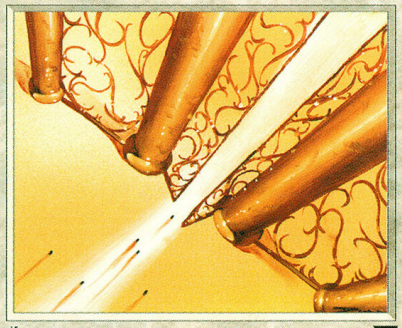


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

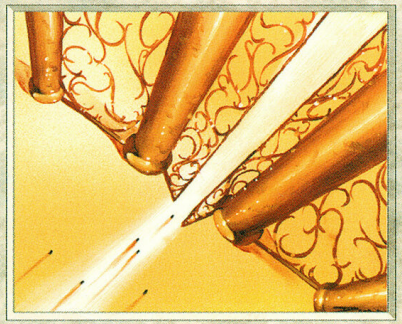


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

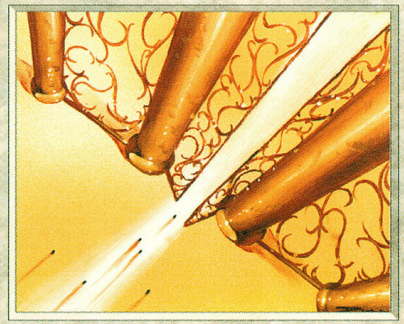


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

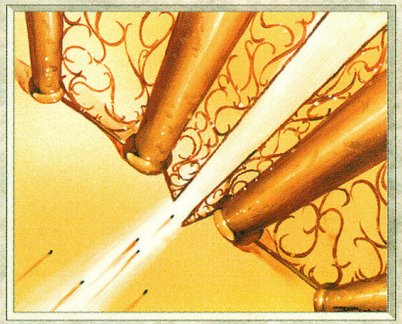


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

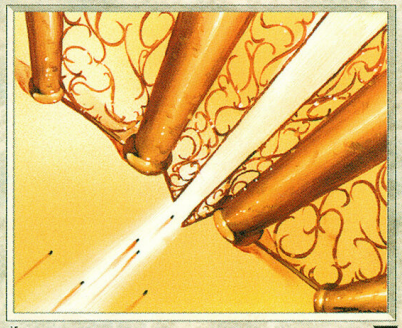


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

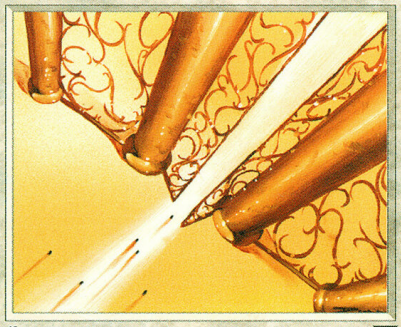


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

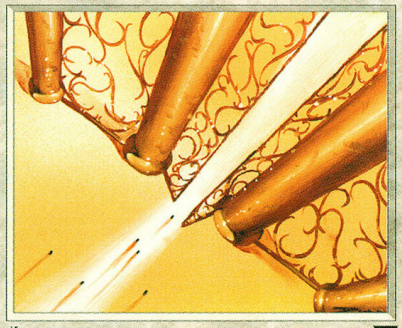


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

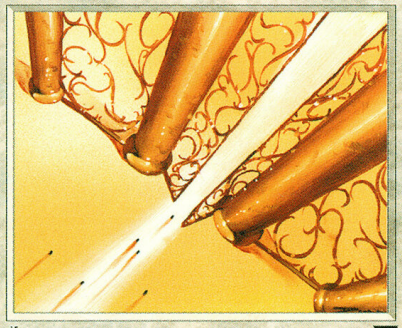


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

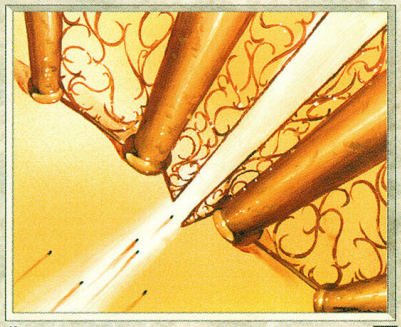


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

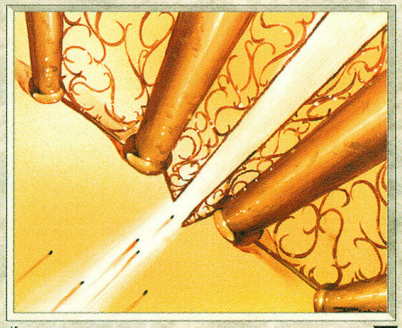


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

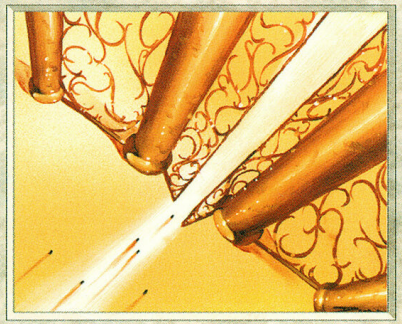


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

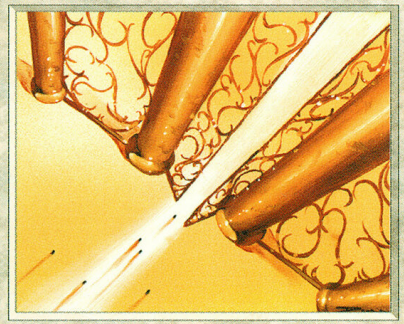


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

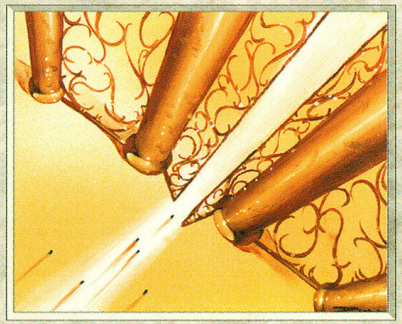


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

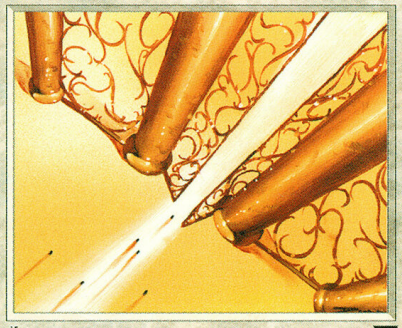


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

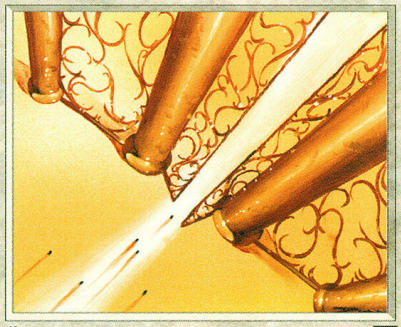


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate

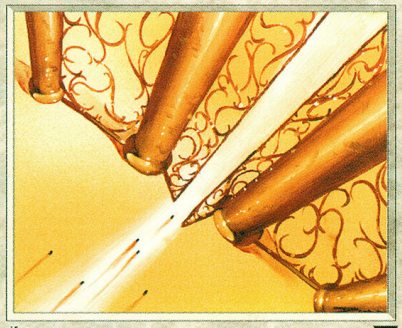


Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler

Heaven's Gate



Instant

Changes the color of one or more target creatures to white until end of turn. You choose which and how many creatures are affected. Costs to tap, maintain, or use a special ability of target creatures remain entirely unchanged.

Illus. © 1994 Douglas Shuler