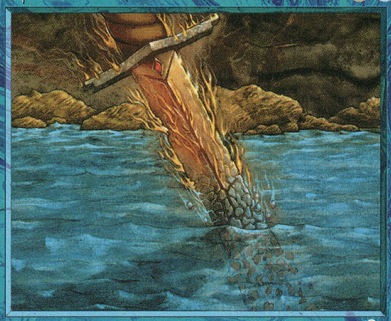
Chill 1 blue



Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

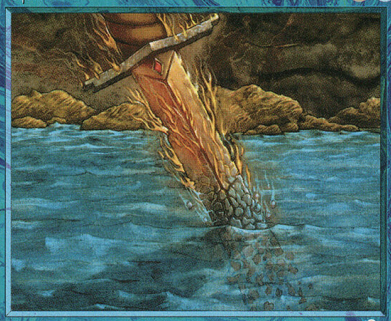
Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue



Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

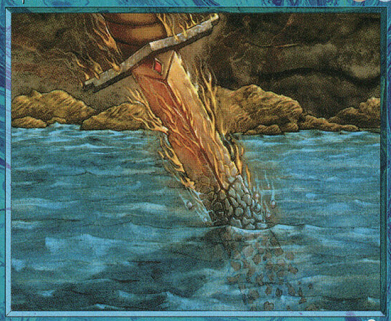
Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue



Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

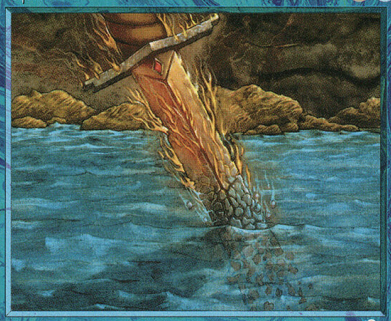
Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue



Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Chill 1 blue

Enchantment

Red spells cost an additional 2 to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.