Chaos Orb 2



Mono Artifact

1 : Flip Chaos Orb onto the playing area from a height of at least one foot. Chaos Orb must turn completely over at least once or it is discarded with no effect. When Chaos Orb lands, any cards in play that it touches are destroyed, as is Chaos Orb.

Illus. Mark Tedin

Wizards of the Coast and Magic: The Gathering are registered trademarks of Wizards of the Coast, Inc. Deckmaster and the pentagon of colors are trademarks of Wizards of the Coast, Inc. ©1993 Wizards of the Coast, Inc. All rights reserved.

Chaos Orb 2

Mono Artifact

1 : Flip Chaos Orb onto the playing area from a height of at least one foot. Chaos Orb must turn completely over at least once or it is discarded with no effect. When Chaos Orb lands, any cards in play that it touches are destroyed, as is Chaos Orb.

Illus. Mark Tedin

Wizards of the Coast and Magic: The Gathering are registered trademarks of Wizards of the Coast, Inc. Deckmaster and the pentagon of colors are trademarks of Wizards of the Coast, Inc. ©1993 Wizards of the Coast, Inc. All rights reserved.

Chaos Orb 2

Mono Artifact

1 : Flip Chaos Orb onto the playing area from a height of at least one foot. Chaos Orb must turn completely over at least once or it is discarded with no effect. When Chaos Orb lands, any cards in play that it touches are destroyed, as is Chaos Orb.

Illus. Mark Tedin

Wizards of the Coast and Magic: The Gathering are registered trademarks of Wizards of the Coast, Inc. Deckmaster and the pentagon of colors are trademarks of Wizards of the Coast, Inc. ©1993 Wizards of the Coast, Inc. All rights reserved.

Chaos Orb 2

Mono Artifact

1 : Flip Chaos Orb onto the playing area from a height of at least one foot. Chaos Orb must turn completely over at least once or it is discarded with no effect. When Chaos Orb lands, any cards in play that it touches are destroyed, as is Chaos Orb.

Illus. Mark Tedin

Wizards of the Coast and Magic: The Gathering are registered trademarks of Wizards of the Coast, Inc. Deckmaster and the pentagon of colors are trademarks of Wizards of the Coast, Inc. ©1993 Wizards of the Coast, Inc. All rights reserved.

Chaos Orb 2

Mono Artifact

1 : Flip Chaos Orb onto the playing area from a height of at least one foot. Chaos Orb must turn completely over at least once or it is discarded with no effect. When Chaos Orb lands, any cards in play that it touches are destroyed, as is Chaos Orb.

Illus. Mark Tedin

Wizards of the Coast and Magic: The Gathering are registered trademarks of Wizards of the Coast, Inc. Deckmaster and the pentagon of colors are trademarks of Wizards of the Coast, Inc. ©1993 Wizards of the Coast, Inc. All rights reserved.