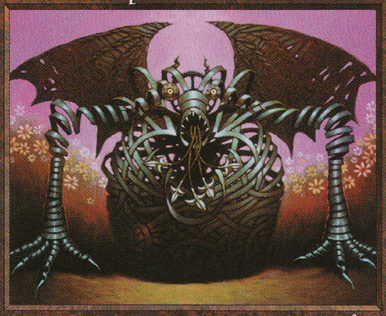
Chimeric Sphere 3



Artifact

2: Until end of turn, Chimeric Sphere is a 2/1 artifact creature with flying.

2: Until end of turn, Chimeric Sphere is a 3/2 artifact creature without flying.

Illus. Colin MacNeil

©1997 Wizards of the Coast, Inc. All rights reserved.

Chimeric Sphere 3



Artifact

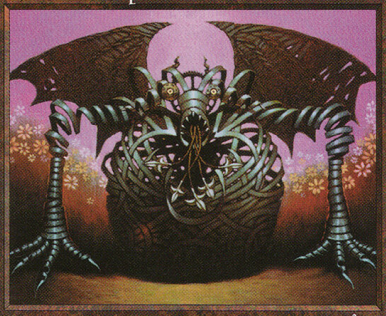
2: Until end of turn, Chimeric Sphere is a 2/1 artifact creature with flying.

2: Until end of turn, Chimeric Sphere is a 3/2 artifact creature without flying.

Illus. Colin MacNeil

©1997 Wizards of the Coast, Inc. All rights reserved.

Chimeric Sphere 3



Artifact

2: Until end of turn, Chimeric Sphere is a 2/1 artifact creature with flying.

2: Until end of turn, Chimeric Sphere is a 3/2 artifact creature without flying.

Illus. Colin MacNeil

©1997 Wizards of the Coast, Inc. All rights reserved.

Chimeric Sphere 3



Artifact

2: Until end of turn, Chimeric Sphere is a 2/1 artifact creature with flying.

2: Until end of turn, Chimeric Sphere is a 3/2 artifact creature without flying.

Illus. Colin MacNeil

©1997 Wizards of the Coast, Inc. All rights reserved.