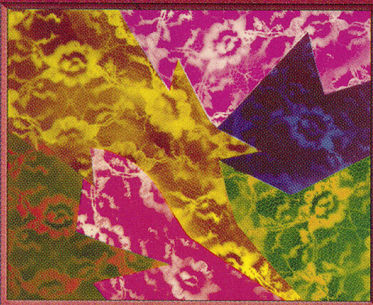


Chaoslace

2



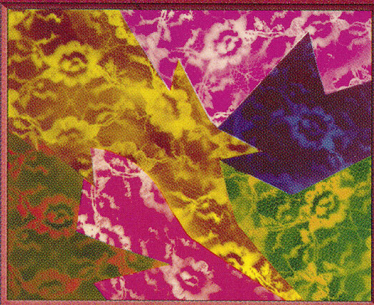
Interrupt

Changes the color of one card either being played or already in play to red. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Illus. © Dameon Willich

Chaoslace

2



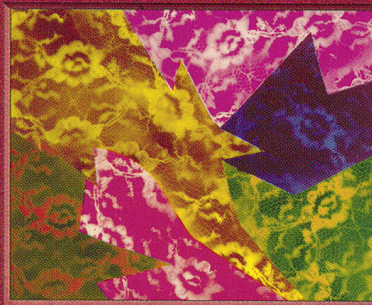
Interrupt

Changes the color of one card either being played or already in play to red. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Illus. © Dameon Willich

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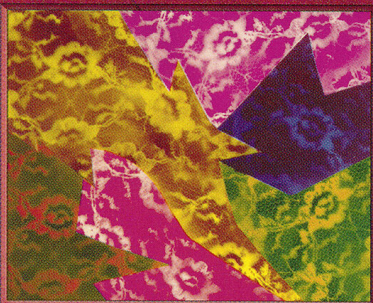
Interrupt

Changes the color of one card either being played or already in play to red. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Illus. © Dameon Willich

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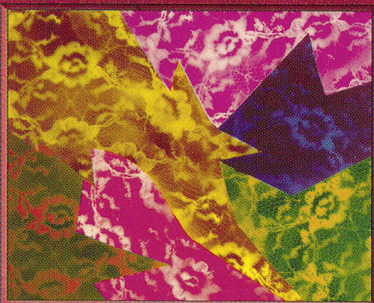
Interrupt

Changes the color of one card either being played or already in play to red. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Illus. © Dameon Willich

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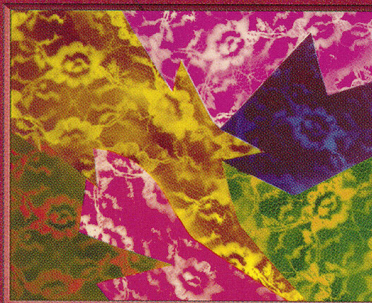
Interrupt

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Illus. © Dameon Willich

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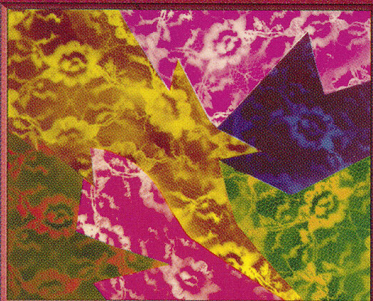
Interrupt

Changes the color of one card either being played or already in play to red. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

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2



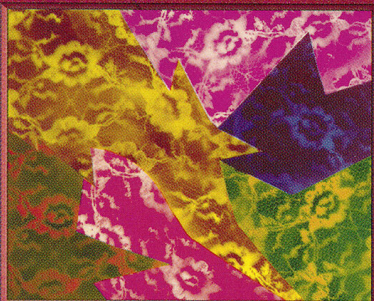
Interrupt

Changes the color of one card either being played or already in play to red. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

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2



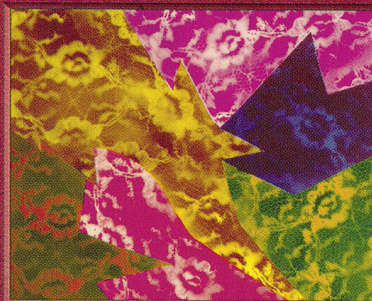
Interrupt

Changes the color of one card either being played or already in play to red. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

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2



Interrupt

Changes the color of one card either being played or already in play to red. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

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