Ion Storm

2



Enchantment

1, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

132/332 R
2XM • EN
Michael Sutfin

™ & © 2020 Wizards of the Coast

Ion Storm

2

Enchantment

1, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

132/332 R
2XM • EN
Michael Sutfin

™ & © 2020 Wizards of the Coast

Ion Storm

2

Enchantment

1, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

132/332 R
2XM • EN
Michael Sutfin

™ & © 2020 Wizards of the Coast

Ion Storm

2

Enchantment

1, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to any target.

When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.

132/332 R
2XM • EN
Michael Sutfin

™ & © 2020 Wizards of the Coast