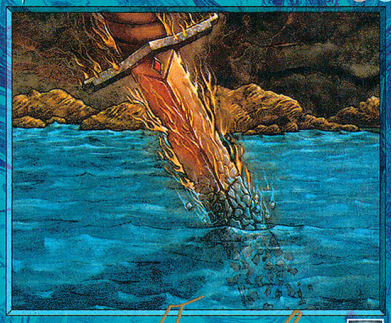
Chill 1



Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

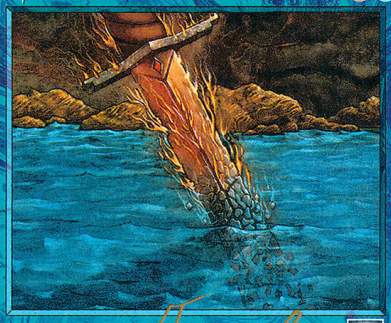
Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1



Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

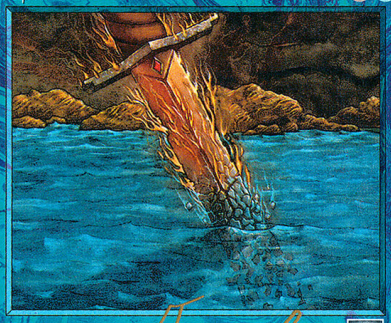
Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1



Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

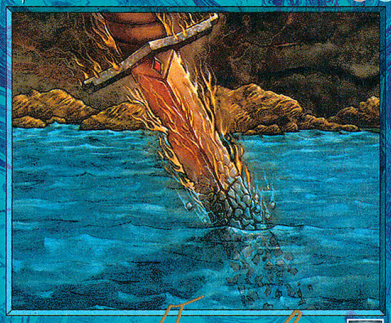
Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1



Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB

Chill 1

Enchantment — Dawn of Light VI

Red spells cost 2 more to play.

"Temper, temper."
—Ertai, wizard adept

Illus. Greg Simanson
©1993-1999 Wizards of the Coast, Inc. 60/350
SB