Distorting Lens 2



Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2



Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2



Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2



Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350

Distorting Lens 2

Artifact

: Target permanent becomes the color of your choice until end of turn.

The magistrate seems to prefer a distorted perspective of reality.

Illus. Glen Angus

©1993–1999 Wizards of the Coast, Inc. 293/350