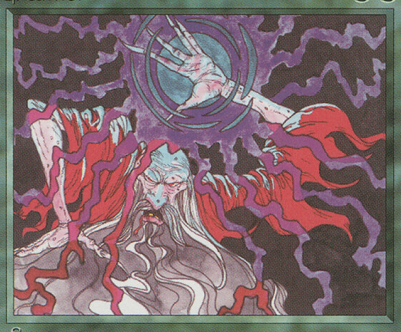
Channel



Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

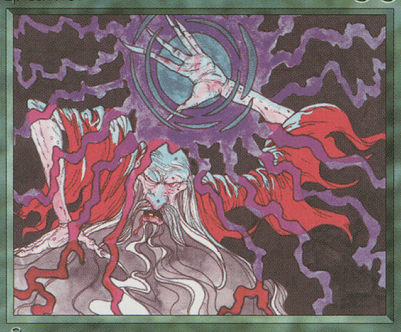
Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel



Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

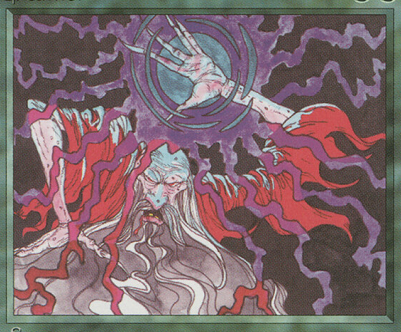
Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel



Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

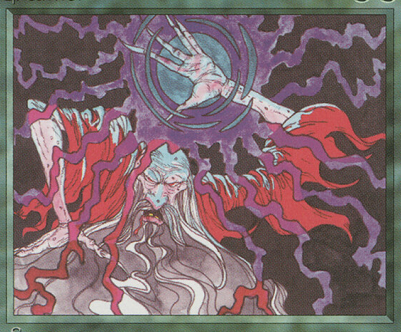
Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel



Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas

Channel

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © Richard Thomas