Mind Rot 2B



Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B



Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B



Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B



Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350

Mind Rot 2B

Sorcery 8

Target player discards two cards from his or her hand.

What wizards fear most is losing their minds.

Steve Luke

™ & © 1993–2003 Wizards of the Coast, Inc. 144/350