

Mindstab

5



Sorcery



Target player discards three cards.

Suspend 4— (Rather than play this card from your hand, you may pay and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

Mark Tedin

TM & © 1993-2006 Wizards of the Coast, Inc. 119/301

Mindstab

5



Sorcery



Target player discards three cards.

Suspend 4— (Rather than play this card from your hand, you may pay and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

Mark Tedin

TM & © 1993-2006 Wizards of the Coast, Inc. 119/301

Mindstab

5



Sorcery



Target player discards three cards.

Suspend 4— (Rather than play this card from your hand, you may pay and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

Mark Tedin

TM & © 1993-2006 Wizards of the Coast, Inc. 119/301

Mindstab

5



Sorcery



Target player discards three cards.

Suspend 4— (Rather than play this card from your hand, you may pay and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

Mark Tedin

TM & © 1993-2006 Wizards of the Coast, Inc. 119/301

Mindstab

5



Sorcery



Target player discards three cards.

Suspend 4— (Rather than play this card from your hand, you may pay and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

Mark Tedin

TM & © 1993-2006 Wizards of the Coast, Inc. 119/301

Mindstab

5



Sorcery



Target player discards three cards.

Suspend 4— (Rather than play this card from your hand, you may pay and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

Mark Tedin

TM & © 1993-2006 Wizards of the Coast, Inc. 119/301

Mindstab

5



Sorcery



Target player discards three cards.

Suspend 4— (Rather than play this card from your hand, you may pay and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

Mark Tedin

TM & © 1993-2006 Wizards of the Coast, Inc. 119/301

Mindstab

5



Sorcery



Target player discards three cards.

Suspend 4— (Rather than play this card from your hand, you may pay and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

Mark Tedin

TM & © 1993-2006 Wizards of the Coast, Inc. 119/301

Mindstab

5



Sorcery



Target player discards three cards.

Suspend 4— (Rather than play this card from your hand, you may pay and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

Mark Tedin

TM & © 1993-2006 Wizards of the Coast, Inc. 119/301