Plunder 4



Sorcery

Destroy target artifact or land.

Suspend 4—1 *(Rather than play this card from your hand, you may pay 1 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.)*

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 174/301

Plunder 4



Sorcery

Destroy target artifact or land.

Suspend 4—1 *(Rather than play this card from your hand, you may pay 1 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.)*

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 174/301

Plunder 4



Sorcery

Destroy target artifact or land.

Suspend 4—1 *(Rather than play this card from your hand, you may pay 1 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.)*

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 174/301

Plunder 4



Sorcery

Destroy target artifact or land.

Suspend 4—1 *(Rather than play this card from your hand, you may pay 1 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.)*

Thomas M. Baxa

™ & © 1993-2006 Wizards of the Coast, Inc. 174/301