Word of Command



Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command



Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command



Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command



Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors

Word of Command

Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. © Jesper Myrfors