
Word of Command
Instant
Look at target opponent's hand and choose a card from it. You control that player until Word of Command finishes resolving. The player plays that card if able. While doing so, the player can activate mana abilities only if they're from lands he or she controls and only if mana they produce is spent to activate other mana abilities of lands he or she controls and/or play that card. If the chosen card is cast as a spell, you control the player while that spell is resolving.
Illus. Jesper Myrfors
™ & © 1993-2011 Wizards of the Coast LLC 103/260