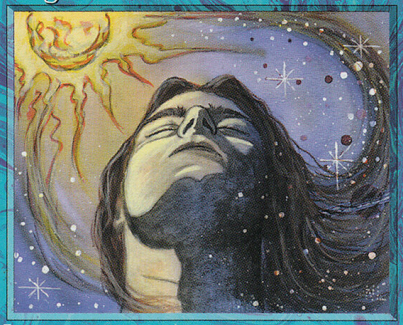
Sleight of Mind



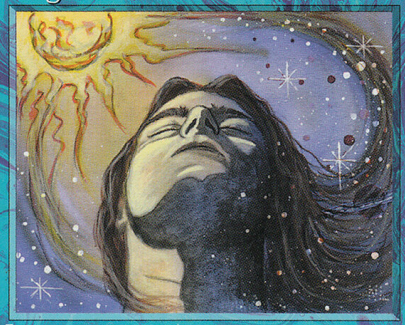
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



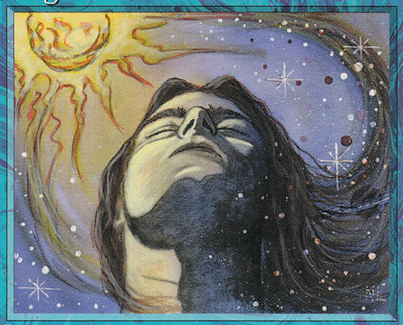
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



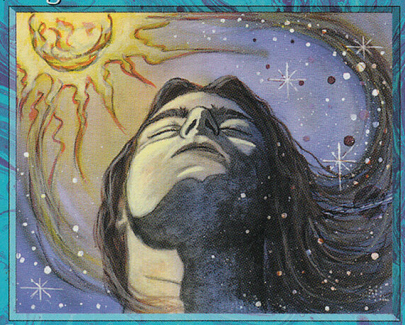
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



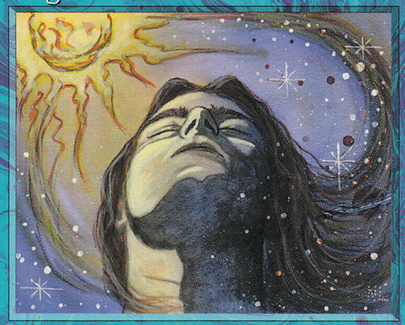
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



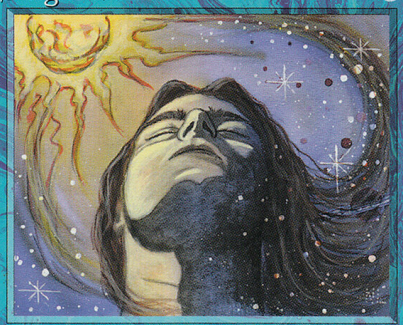
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



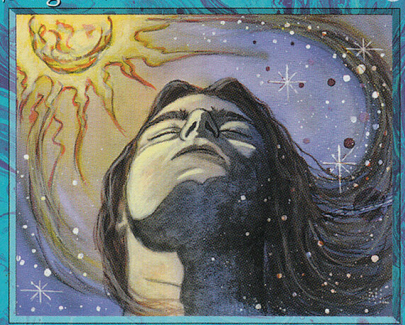
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



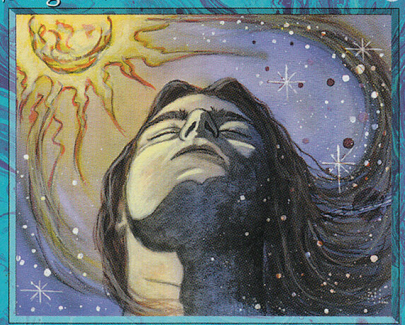
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



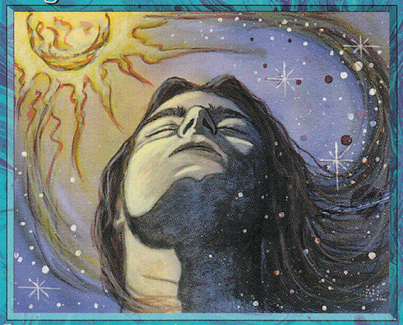
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



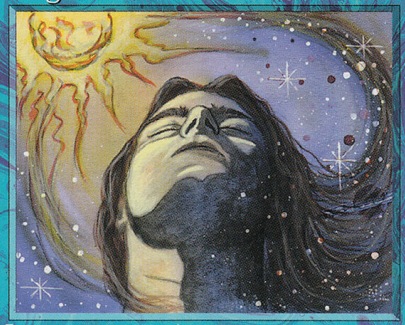
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



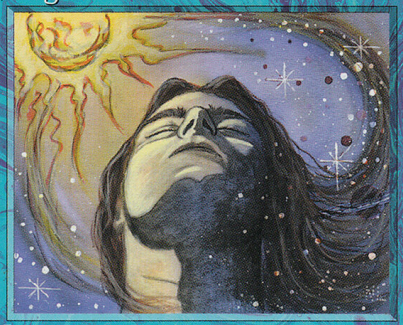
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



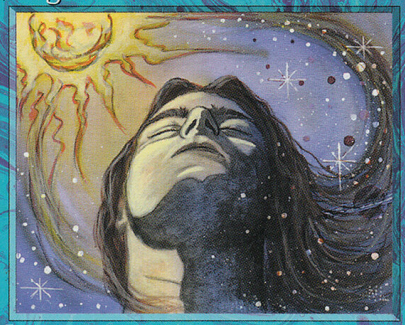
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



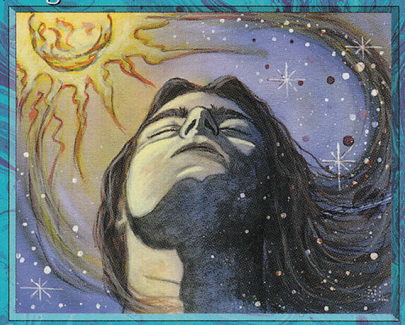
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



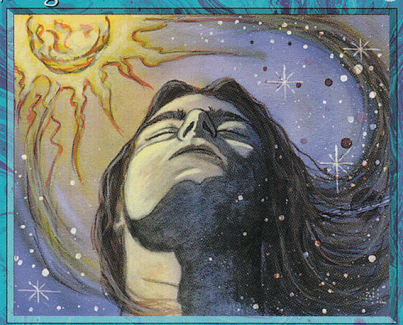
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



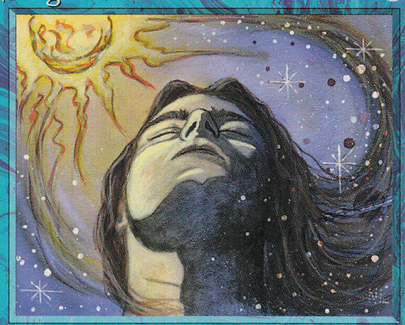
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



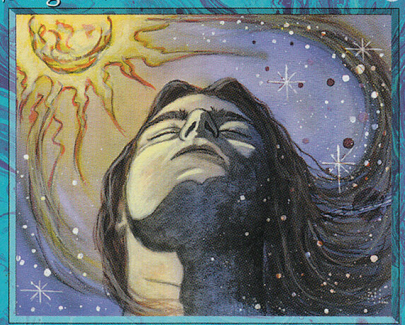
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



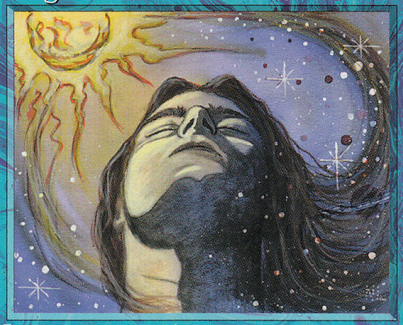
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



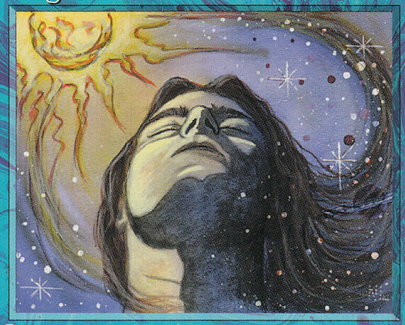
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



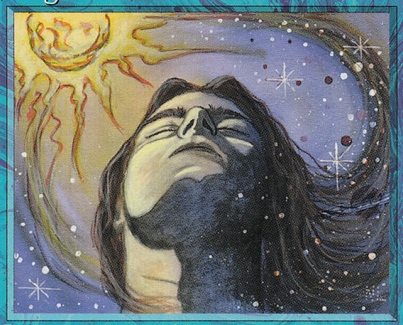
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



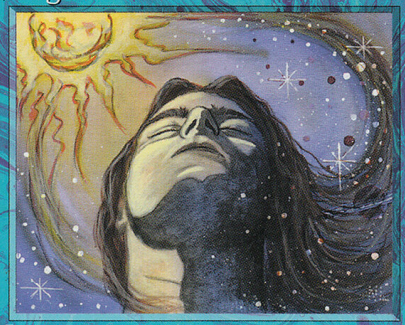
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



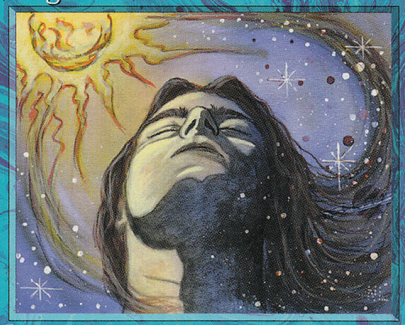
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



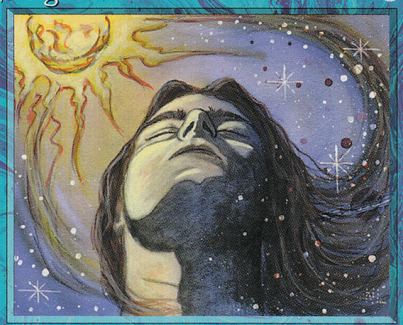
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



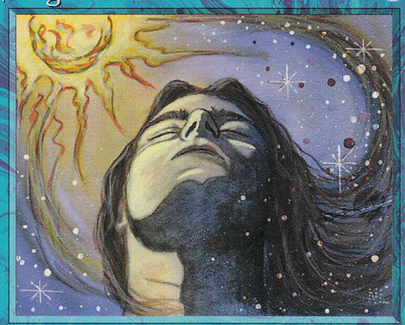
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



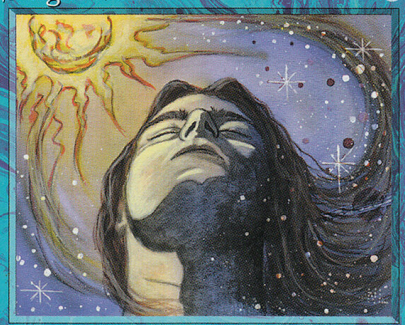
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



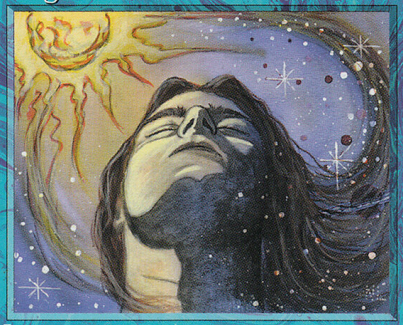
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



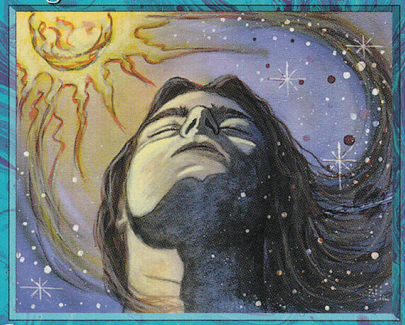
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



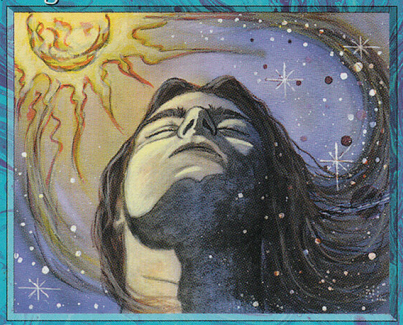
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



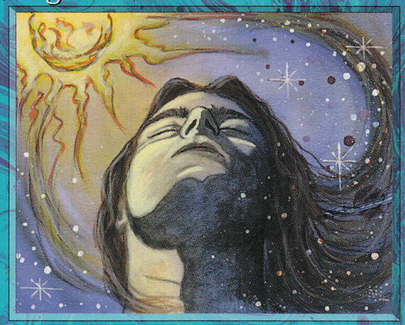
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



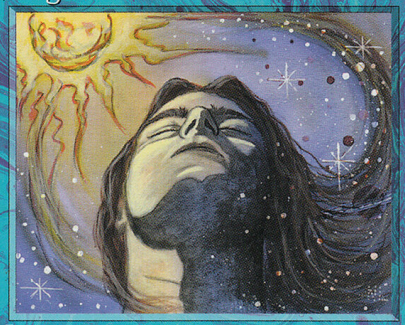
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



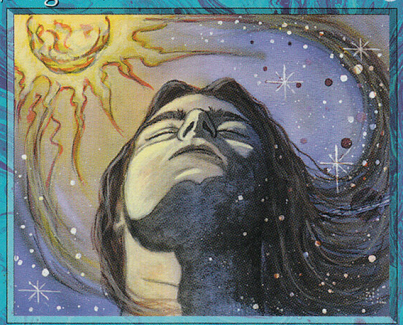
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



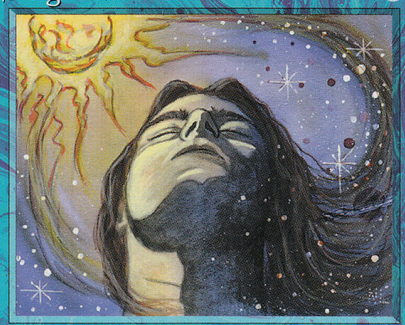
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



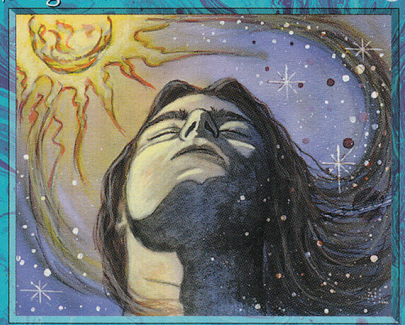
Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.

Sleight of Mind



Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Illus. Nicola Leonard

© 1995 Wizards of the Coast, Inc. All rights reserved.