Memory Jar 5



Artifact

{T}, Sacrifice Memory Jar: Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.

Illus. Donato Giancola

©1993–1999 Wizards of the Coast, Inc. 129/143

Memory Jar 5



Artifact

{T}, Sacrifice Memory Jar: Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.

Illus. Donato Giancola

©1993–1999 Wizards of the Coast, Inc. 129/143

Memory Jar 5



Artifact

{T}, Sacrifice Memory Jar: Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.

Illus. Donato Giancola

©1993–1999 Wizards of the Coast, Inc. 129/143

Memory Jar 5



Artifact

{T}, Sacrifice Memory Jar: Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.

Illus. Donato Giancola

©1993–1999 Wizards of the Coast, Inc. 129/143