Syphon Mind 3B



Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B



Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B



Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B



Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast

Syphon Mind 3B

Sorcery

Each other player discards a card. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

080/312 C
CM2 • EN ✎ Jeff Easley
™ & © 2018 Wizards of the Coast