Mesmeric Fiend 1B



Creature — Nightmare Horror

When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.

When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Illus. Dana Knutson

™ & © 1993–2002 Wizards of the Coast, Inc. 69/143

1/1

Mesmeric Fiend 1B

Creature — Nightmare Horror

When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.

When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Illus. Dana Knutson

™ & © 1993–2002 Wizards of the Coast, Inc. 69/143

1/1

Mesmeric Fiend 1B

Creature — Nightmare Horror

When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.

When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Illus. Dana Knutson

™ & © 1993–2002 Wizards of the Coast, Inc. 69/143

1/1

Mesmeric Fiend 1B

Creature — Nightmare Horror

When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.

When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Illus. Dana Knutson

™ & © 1993–2002 Wizards of the Coast, Inc. 69/143

1/1

Mesmeric Fiend 1B

Creature — Nightmare Horror

When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.

When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Illus. Dana Knutson

™ & © 1993–2002 Wizards of the Coast, Inc. 69/143

1/1

Mesmeric Fiend 1B

Creature — Nightmare Horror

When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.

When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Illus. Dana Knutson

™ & © 1993–2002 Wizards of the Coast, Inc. 69/143

1/1

Mesmeric Fiend 1B

Creature — Nightmare Horror

When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.

When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Illus. Dana Knutson

™ & © 1993–2002 Wizards of the Coast, Inc. 69/143

1/1

Mesmeric Fiend 1B

Creature — Nightmare Horror

When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.

When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Illus. Dana Knutson

™ & © 1993–2002 Wizards of the Coast, Inc. 69/143

1/1

Mesmeric Fiend 1B

Creature — Nightmare Horror

When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game.

When Mesmeric Fiend leaves play, return the removed card to its owner's hand.

Illus. Dana Knutson

™ & © 1993–2002 Wizards of the Coast, Inc. 69/143

1/1