Mages' Contest {1}{R}{R}



Instant

You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.

Illus. Bradley Williams

©1993–2000 Wizards of the Coast, Inc. 154/350

Mages' Contest {1}{R}{R}



Instant

You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.

Illus. Bradley Williams

©1993–2000 Wizards of the Coast, Inc. 154/350

Mages' Contest {1}{R}{R}



Instant

You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.

Illus. Bradley Williams

©1993–2000 Wizards of the Coast, Inc. 154/350

Mages' Contest {1}{R}{R}



Instant

You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.

Illus. Bradley Williams

©1993–2000 Wizards of the Coast, Inc. 154/350