Stain the Mind



Sorcery

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Name a nonland card. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles his or her library.

117/269 R
M15 • EN
Jason Rainville

™ & © 2014 Wizards of the Coast

Stain the Mind

Sorcery

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Name a nonland card. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles his or her library.

117/269 R
M15 • EN
Jason Rainville

™ & © 2014 Wizards of the Coast

Stain the Mind

Sorcery

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Name a nonland card. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles his or her library.

117/269 R
M15 • EN
Jason Rainville

™ & © 2014 Wizards of the Coast

Stain the Mind

Sorcery

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Name a nonland card. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles his or her library.

117/269 R
M15 • EN
Jason Rainville

™ & © 2014 Wizards of the Coast