Mind Knives 1



Sorcery

Your opponent discards a card at random from his or her hand.

To dodge the unerring knife, one must be free of thought.

Illus. Rebecca Guay

© 1997 Wizards of the Coast, Inc. All rights reserved.

Mind Knives 1



Sorcery

Your opponent discards a card at random from his or her hand.

To dodge the unerring knife, one must be free of thought.

Illus. Rebecca Guay

© 1997 Wizards of the Coast, Inc. All rights reserved.

Mind Knives 1



Sorcery

Your opponent discards a card at random from his or her hand.

To dodge the unerring knife, one must be free of thought.

Illus. Rebecca Guay

© 1997 Wizards of the Coast, Inc. All rights reserved.

Mind Knives 1



Sorcery

Your opponent discards a card at random from his or her hand.

To dodge the unerring knife, one must be free of thought.

Illus. Rebecca Guay

© 1997 Wizards of the Coast, Inc. All rights reserved.

Mind Knives 1



Sorcery

Your opponent discards a card at random from his or her hand.

To dodge the unerring knife, one must be free of thought.

Illus. Rebecca Guay

© 1997 Wizards of the Coast, Inc. All rights reserved.

Mind Knives 1



Sorcery

Your opponent discards a card at random from his or her hand.

To dodge the unerring knife, one must be free of thought.

Illus. Rebecca Guay

© 1997 Wizards of the Coast, Inc. All rights reserved.

Mind Knives 1



Sorcery

Your opponent discards a card at random from his or her hand.

To dodge the unerring knife, one must be free of thought.

Illus. Rebecca Guay

© 1997 Wizards of the Coast, Inc. All rights reserved.

Mind Knives 1



Sorcery

Your opponent discards a card at random from his or her hand.

To dodge the unerring knife, one must be free of thought.

Illus. Rebecca Guay

© 1997 Wizards of the Coast, Inc. All rights reserved.

Mind Knives 1



Sorcery

Your opponent discards a card at random from his or her hand.

To dodge the unerring knife, one must be free of thought.

Illus. Rebecca Guay

© 1997 Wizards of the Coast, Inc. All rights reserved.