Power Sink X



Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X



Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X



Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X



Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas

Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana; caster of target spell can't choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

Illus. © Richard Thomas