Sleight of Mind

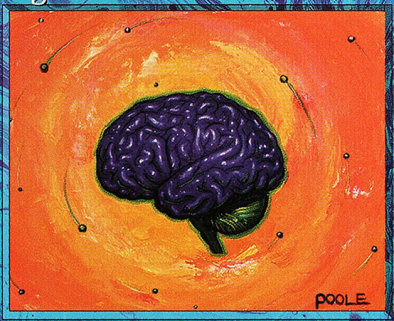


Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Sleight of Mind cannot change mana symbols.

Illus. © 1994 Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Sleight of Mind cannot change mana symbols.

Illus. © 1994 Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Sleight of Mind cannot change mana symbols.

Illus. © 1994 Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Sleight of Mind cannot change mana symbols.

Illus. © 1994 Mark Poole