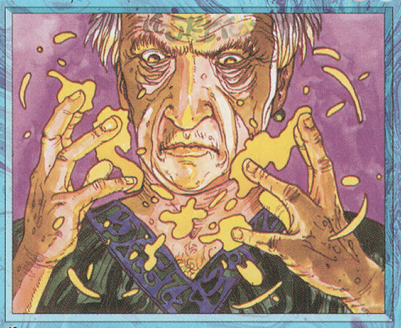
Power Sink X



Interrupt

Target spell is countered unless its caster spends X more mana. Caster of target spell must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, target spell will still be countered.

Illus. © Richard Thomas

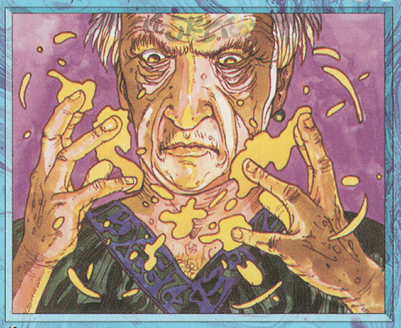
Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana. Caster of target spell must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, target spell will still be countered.

Illus. © Richard Thomas

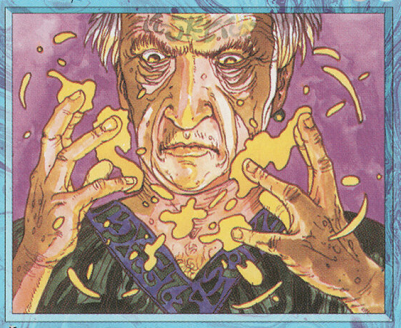
Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana. Caster of target spell must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, target spell will still be countered.

Illus. © Richard Thomas

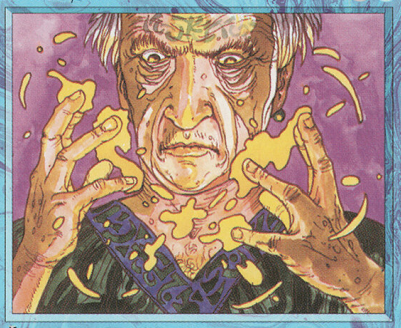
Power Sink X

Interrupt

Target spell is countered unless its caster spends X more mana. Caster of target spell must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, 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 must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, target spell will still be countered.

Illus. © Richard Thomas