Mind Bend



Instant

Change the text of target permanent by replacing all instances of one color word with another or one basic land type with another. *(For example, you may change "nonblack creature" to "nongreen creature" or "forestwalk" to "plainswalk." This effect doesn't end at end of turn.)*

Tony Szczudlo

™ & © 1993–2003 Wizards of the Coast, Inc. 92/350

Mind Bend

Instant

Change the text of target permanent by replacing all instances of one color word with another or one basic land type with another. *(For example, you may change "nonblack creature" to "nongreen creature" or "forestwalk" to "plainswalk." This effect doesn't end at end of turn.)*

Tony Szczudlo

™ & © 1993–2003 Wizards of the Coast, Inc. 92/350

Mind Bend

Instant

Change the text of target permanent by replacing all instances of one color word with another or one basic land type with another. *(For example, you may change "nonblack creature" to "nongreen creature" or "forestwalk" to "plainswalk." This effect doesn't end at end of turn.)*

Tony Szczudlo

™ & © 1993–2003 Wizards of the Coast, Inc. 92/350

Mind Bend

Instant

Change the text of target permanent by replacing all instances of one color word with another or one basic land type with another. *(For example, you may change "nonblack creature" to "nongreen creature" or "forestwalk" to "plainswalk." This effect doesn't end at end of turn.)*

Tony Szczudlo

™ & © 1993–2003 Wizards of the Coast, Inc. 92/350