Chains of Mephistopheles 1B



Enchantment

Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Illus. © 1994 Heather Hudson

Chains of Mephistopheles 1B

Enchantment

Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Illus. © 1994 Heather Hudson

Chains of Mephistopheles 1B

Enchantment

Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Illus. © 1994 Heather Hudson

Chains of Mephistopheles 1B

Enchantment

Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Illus. © 1994 Heather Hudson

Chains of Mephistopheles 1B

Enchantment

Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Illus. © 1994 Heather Hudson

Chains of Mephistopheles 1B

Enchantment

Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Illus. © 1994 Heather Hudson

Chains of Mephistopheles 1B

Enchantment

Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Illus. © 1994 Heather Hudson

Chains of Mephistopheles 1B

Enchantment

Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Illus. © 1994 Heather Hudson

Chains of Mephistopheles 1B

Enchantment

Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Illus. © 1994 Heather Hudson