False Memories 1



Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1



Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1



Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1



Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143

False Memories 1

Instant

Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

"My enemies will forget everything but their anguish."
—Ambassador Laquatus

Illus. Ron Spencer

™ & © 1993-2002 Wizards of the Coast, Inc. 37143