Thought Prison 5



Artifact

Imprint — When Thought Prison comes into play, you may have target player reveal his or her hand. If you do, choose a nonland card from it and remove that card from the game. *(The removed card is imprinted on this artifact.)*

Whenever a player plays a spell that shares a color or converted mana cost with the imprinted card, Thought Prison deals 2 damage to that player.

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