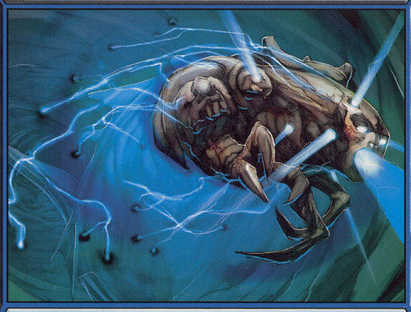
Oppressive Will



Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

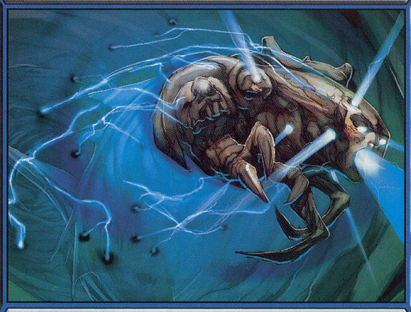
Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will



Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

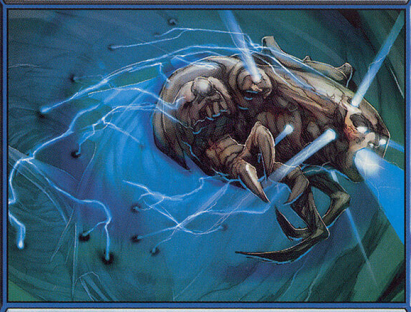
Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will



Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

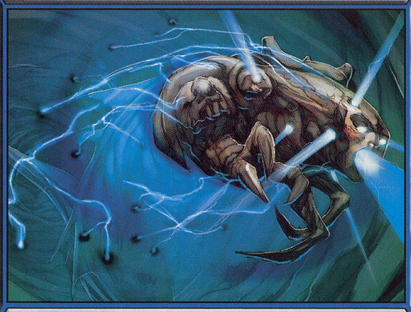
Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will



Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165

Oppressive Will

Instant

Counter target spell unless its controller pays 1 for each card in your hand.

When Minamo was abandoned, its younger students found themselves thrust into a war beyond their skill with talents beyond their control.

Pat Lee

™ & © 1993–2005 Wizards of the Coast, Inc. 50/165