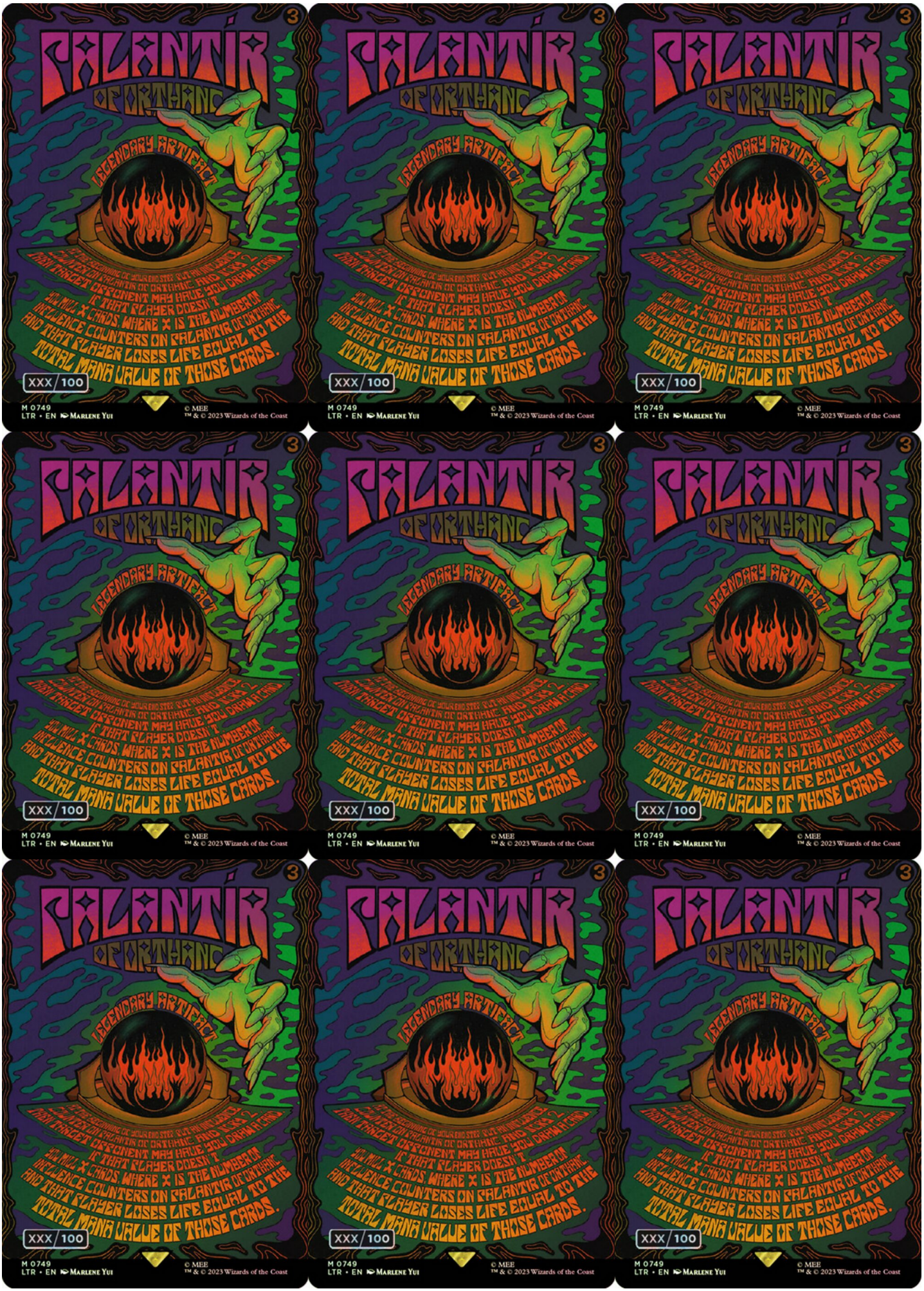

PALANTÍR
OF ORTHANC
3
LEGENDARY ARTIFACT
AT THE BEGINNING OF YOUR END STEP, PUT A FIND (GOOD) COUNTER ON PALANTÍR OF ORTHANC. AND SEEK 2 (DRAW 2 CARDS.) AN OPPONENT MAY HAVE YOU DRAW A CARD INSTEAD. IF THAT PLAYER DOESN'T, YOU MILL X CARDS, WHERE X IS THE NUMBER OF INFLUENCE COUNTERS ON PALANTÍR OF ORTHANC. AND THAT PLAYER LOSES LIFE EQUAL TO THE TOTAL MANA VALUE OF THOSE CARDS.
XXX/100
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LTR • EN
MARLENE YUI
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