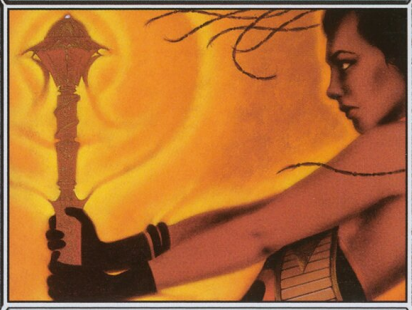
Isochron Scepter 2



Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

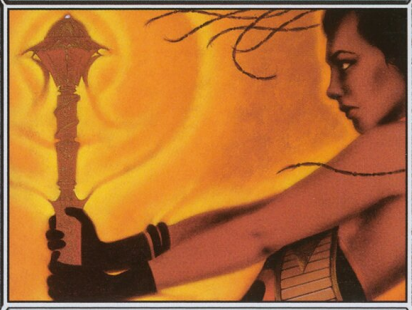
Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2



Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

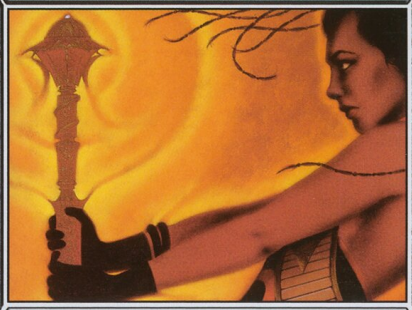
Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2



Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

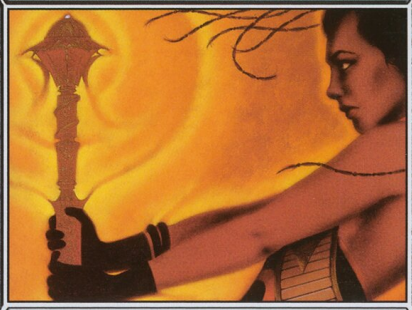
Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2



Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90

Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, : You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

Mark Harrison

™ & © 1993–2012 Wizards of the Coast LLC 16/90