



**Card name :** Induce Paranoia

**Mana Cost :** 2 4 4

**Types :** Instant

**Card Text :** Counter target spell. If it was spent to play Induce Paranoia, that spell's controller puts the top X cards of his or her library into his or her graveyard, where X is the spell's converted mana cost.

**Expansion :** [Ravnica: City of guilds](#)

**Rarity :** Common