Quag Sickness



Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness



Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness



Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness



Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249

Quag Sickness

Enchantment — Aura

Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

The dread gases didn't kill Farbid. But as he lay in the muck, miserable and helpless, watching ghouls and rats advance on him, he wished they had.

Martina Pilcerova

™ & © 1993–2010 Wizards of the Coast LLC 111/249