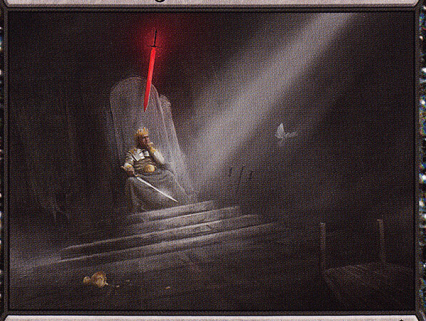
# Curse of Vengeance



**Enchantment — Aura Curse**

Enchant player

Whenever enchanted player casts a spell, put a spite counter on Curse of Vengeance.

When enchanted player loses the game, you gain X life and draw X cards, where X is the number of spite counters on Curse of Vengeance.

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