

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249

Marsh Casualties



Sorcery



Kicker 3 (You may pay an additional 3 as you cast this spell.)

Creatures target player controls get -1/-1 until end of turn. If Marsh Casualties was kicked, those creatures get -2/-2 until end of turn instead.

Scott Chou

TM & © 1993-2009 Wizards of the Coast LLC 101/249