
Festering March
Sorcery
Creatures your opponents control get -1/-1 until end of turn. Remove Festering March from the game with three time counters on it.
Suspend 3—2 (Rather than play this card from your hand, you may pay 2 and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.)
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