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.)*

Brandon Kitkouski

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