Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350

Execute 2B

Instant

Destroy target white creature. It can't be regenerated.

Draw a card.

"Any fool who would die for honor is better off dead."
—Cabal Patriarch

Gary Ruddell

™ & © 1993–2005 Wizards of the Coast, Inc. 128/350