

Execute

2



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

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

Execute

2



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

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

Execute

2



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

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

Execute

2



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

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

Execute

2



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

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

Execute

2



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

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

Execute

2



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

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

Execute

2



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

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

Execute

2



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

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