

Hysterical Blindness

2



Instant



Creatures your opponents control get -4/-0 until end of turn.

"The panic is amusing, but the real fun comes when the spell passes and the villagers start looking for a scapegoat."
—Ludevic, necro-alchemist

Wayne England

TM & © 1993-2011 Wizards of the Coast LLC 59/264

Hysterical Blindness

2



Instant



Creatures your opponents control get -4/-0 until end of turn.

"The panic is amusing, but the real fun comes when the spell passes and the villagers start looking for a scapegoat."
—Ludevic, necro-alchemist

Wayne England

TM & © 1993-2011 Wizards of the Coast LLC 59/264

Hysterical Blindness

2



Instant



Creatures your opponents control get -4/-0 until end of turn.

"The panic is amusing, but the real fun comes when the spell passes and the villagers start looking for a scapegoat."
—Ludevic, necro-alchemist

Wayne England

TM & © 1993-2011 Wizards of the Coast LLC 59/264

Hysterical Blindness

2



Instant



Creatures your opponents control get -4/-0 until end of turn.

"The panic is amusing, but the real fun comes when the spell passes and the villagers start looking for a scapegoat."
—Ludevic, necro-alchemist

Wayne England

TM & © 1993-2011 Wizards of the Coast LLC 59/264

Hysterical Blindness

2



Instant



Creatures your opponents control get -4/-0 until end of turn.

"The panic is amusing, but the real fun comes when the spell passes and the villagers start looking for a scapegoat."
—Ludevic, necro-alchemist

Wayne England

TM & © 1993-2011 Wizards of the Coast LLC 59/264

Hysterical Blindness

2



Instant



Creatures your opponents control get -4/-0 until end of turn.

"The panic is amusing, but the real fun comes when the spell passes and the villagers start looking for a scapegoat."
—Ludevic, necro-alchemist

Wayne England

TM & © 1993-2011 Wizards of the Coast LLC 59/264

Hysterical Blindness

2



Instant



Creatures your opponents control get -4/-0 until end of turn.

"The panic is amusing, but the real fun comes when the spell passes and the villagers start looking for a scapegoat."
—Ludevic, necro-alchemist

Wayne England

TM & © 1993-2011 Wizards of the Coast LLC 59/264

Hysterical Blindness

2



Instant



Creatures your opponents control get -4/-0 until end of turn.

"The panic is amusing, but the real fun comes when the spell passes and the villagers start looking for a scapegoat."
—Ludevic, necro-alchemist

Wayne England

TM & © 1993-2011 Wizards of the Coast LLC 59/264

Hysterical Blindness

2



Instant



Creatures your opponents control get -4/-0 until end of turn.

"The panic is amusing, but the real fun comes when the spell passes and the villagers start looking for a scapegoat."
—Ludevic, necro-alchemist

Wayne England

TM & © 1993-2011 Wizards of the Coast LLC 59/264