Eunuchs' Intrigues 2R



Sorcery

Your opponent chooses one of his or her creatures. Only that creature can block this turn.

Taking control of powerful court positions one by one, eunuchs eventually brought on the fall of the Han dynasty, leading to the chaos of the three kingdoms.

Illus. Li Yousong

©1993-1995 Wizards of the Coast, Inc. 110/180

Eunuchs' Intrigues 2R



Sorcery

Your opponent chooses one of his or her creatures. Only that creature can block this turn.

Taking control of powerful court positions one by one, eunuchs eventually brought on the fall of the Han dynasty, leading to the chaos of the three kingdoms.

Illus. Li Yousong

©1993-1995 Wizards of the Coast, Inc. 110/180

Eunuchs' Intrigues 2R



Sorcery

Your opponent chooses one of his or her creatures. Only that creature can block this turn.

Taking control of powerful court positions one by one, eunuchs eventually brought on the fall of the Han dynasty, leading to the chaos of the three kingdoms.

Illus. Li Yousong

©1993-1995 Wizards of the Coast, Inc. 110/180

Eunuchs' Intrigues 2R



Sorcery

Your opponent chooses one of his or her creatures. Only that creature can block this turn.

Taking control of powerful court positions one by one, eunuchs eventually brought on the fall of the Han dynasty, leading to the chaos of the three kingdoms.

Illus. Li Yousong

©1993-1995 Wizards of the Coast, Inc. 110/180