Exhaustion 2 U



Sorcery 9

Creatures and lands target opponent controls don't untap during his or her next untap step.

Tired doesn't even begin to cover it.

Paolo Parente

™ & © 1993–2005 Wizards of the Coast, Inc. 76/350

Exhaustion 2 U

Sorcery 9

Creatures and lands target opponent controls don't untap during his or her next untap step.

Tired doesn't even begin to cover it.

Paolo Parente

™ & © 1993–2005 Wizards of the Coast, Inc. 76/350

Exhaustion 2 U

Sorcery 9

Creatures and lands target opponent controls don't untap during his or her next untap step.

Tired doesn't even begin to cover it.

Paolo Parente

™ & © 1993–2005 Wizards of the Coast, Inc. 76/350

Exhaustion 2 U

Sorcery 9

Creatures and lands target opponent controls don't untap during his or her next untap step.

Tired doesn't even begin to cover it.

Paolo Parente

™ & © 1993–2005 Wizards of the Coast, Inc. 76/350