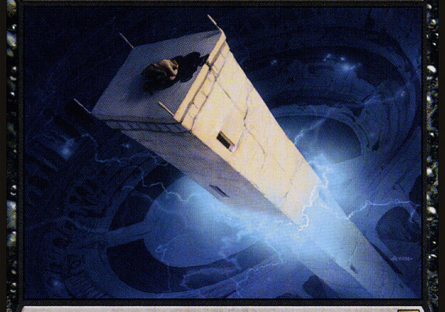
Curse of the Cabal



Sorcery

Target player sacrifices half the permanents he or she controls, rounded down.

Suspend 2—2

At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 99/301

Curse of the Cabal

Sorcery

Target player sacrifices half the permanents he or she controls, rounded down.

Suspend 2—2

At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 99/301

Curse of the Cabal

Sorcery

Target player sacrifices half the permanents he or she controls, rounded down.

Suspend 2—2

At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 99/301

Curse of the Cabal

Sorcery

Target player sacrifices half the permanents he or she controls, rounded down.

Suspend 2—2

At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 99/301

Curse of the Cabal

Sorcery

Target player sacrifices half the permanents he or she controls, rounded down.

Suspend 2—2

At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 99/301

Curse of the Cabal

Sorcery

Target player sacrifices half the permanents he or she controls, rounded down.

Suspend 2—2

At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 99/301

Curse of the Cabal

Sorcery

Target player sacrifices half the permanents he or she controls, rounded down.

Suspend 2—2

At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 99/301

Curse of the Cabal

Sorcery

Target player sacrifices half the permanents he or she controls, rounded down.

Suspend 2—2

At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 99/301

Curse of the Cabal

Sorcery

Target player sacrifices half the permanents he or she controls, rounded down.

Suspend 2—2

At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 99/301

Curse of the Cabal

Sorcery

Target player sacrifices half the permanents he or she controls, rounded down.

Suspend 2—2

At the beginning of each player's upkeep, if Curse of the Cabal is suspended, that player may sacrifice a permanent. If he or she does, put two time counters on Curse of the Cabal.

John Avon

™ & © 1993–2006 Wizards of the Coast, Inc. 99/301