

Chilling Trap



Instant

Target creature gets -4/-0 until end of turn. If you control a Wizard, draw a card.

"Serves you right for rushing ahead."
—Kaliea, Sea Gate trappfinder

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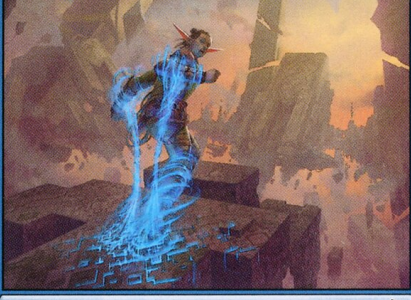
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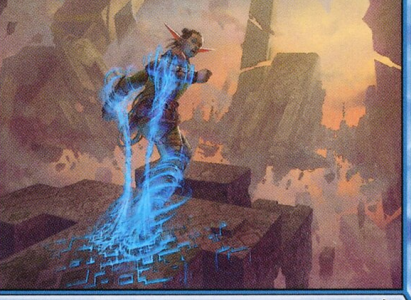
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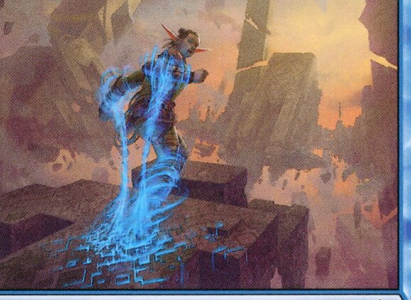
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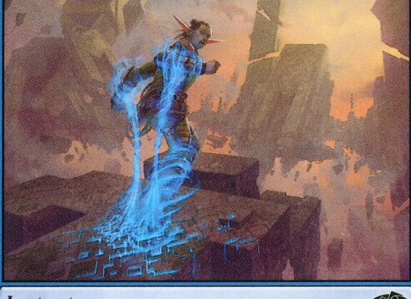
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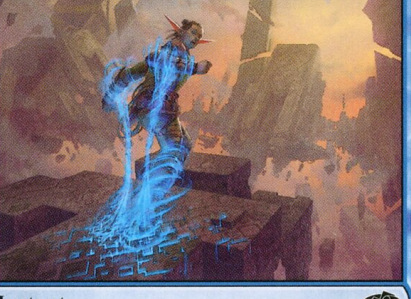
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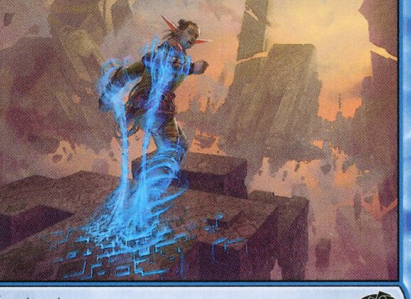
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