Trespasser's Curse 1



Enchantment — Aura Curse

Enchant player

Whenever a creature enters the battlefield under enchanted player's control, that player loses 1 life and you gain 1 life.

Even in the relative safety of the city, there are places best left undisturbed.

112/269 C
AKH • EN ✍ David Palumbo
™ & © 2017 Wizards of the Coast

Trespasser's Curse 1

Enchantment — Aura Curse

Enchant player

Whenever a creature enters the battlefield under enchanted player's control, that player loses 1 life and you gain 1 life.

Even in the relative safety of the city, there are places best left undisturbed.

112/269 C
AKH • EN ✍ David Palumbo
™ & © 2017 Wizards of the Coast

Trespasser's Curse 1

Enchantment — Aura Curse

Enchant player

Whenever a creature enters the battlefield under enchanted player's control, that player loses 1 life and you gain 1 life.

Even in the relative safety of the city, there are places best left undisturbed.

112/269 C
AKH • EN ✍ David Palumbo
™ & © 2017 Wizards of the Coast

Trespasser's Curse 1

Enchantment — Aura Curse

Enchant player

Whenever a creature enters the battlefield under enchanted player's control, that player loses 1 life and you gain 1 life.

Even in the relative safety of the city, there are places best left undisturbed.

112/269 C
AKH • EN ✍ David Palumbo
™ & © 2017 Wizards of the Coast

Trespasser's Curse 1

Enchantment — Aura Curse

Enchant player

Whenever a creature enters the battlefield under enchanted player's control, that player loses 1 life and you gain 1 life.

Even in the relative safety of the city, there are places best left undisturbed.

112/269 C
AKH • EN ✍ David Palumbo
™ & © 2017 Wizards of the Coast

Trespasser's Curse 1

Enchantment — Aura Curse

Enchant player

Whenever a creature enters the battlefield under enchanted player's control, that player loses 1 life and you gain 1 life.

Even in the relative safety of the city, there are places best left undisturbed.

112/269 C
AKH • EN ✍ David Palumbo
™ & © 2017 Wizards of the Coast

Trespasser's Curse 1

Enchantment — Aura Curse

Enchant player

Whenever a creature enters the battlefield under enchanted player's control, that player loses 1 life and you gain 1 life.

Even in the relative safety of the city, there are places best left undisturbed.

112/269 C
AKH • EN ✍ David Palumbo
™ & © 2017 Wizards of the Coast

Trespasser's Curse 1

Enchantment — Aura Curse

Enchant player

Whenever a creature enters the battlefield under enchanted player's control, that player loses 1 life and you gain 1 life.

Even in the relative safety of the city, there are places best left undisturbed.

112/269 C
AKH • EN ✍ David Palumbo
™ & © 2017 Wizards of the Coast

Trespasser's Curse 1

Enchantment — Aura Curse

Enchant player

Whenever a creature enters the battlefield under enchanted player's control, that player loses 1 life and you gain 1 life.

Even in the relative safety of the city, there are places best left undisturbed.

112/269 C
AKH • EN ✍ David Palumbo
™ & © 2017 Wizards of the Coast