Dirge of Dread



Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread



Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread



Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread



Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60

Dirge of Dread

Sorcery

All creatures gain fear until end of turn.

Cycling 1 (1, *Discard this card: Draw a card.*)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 18/60