Curse of Inertia



Enchantment — Aura Curse

Enchant player

Whenever a player attacks enchanted player with one or more creatures, that attacking player may tap or untap target permanent of his or her choice.

"As long as I pull the strings, you will dance."
—Tezzeret

035/320 U
CMA • EN
Jasper Sandner

™ & © 2017 Wizards of the Coast

Curse of Inertia

Enchantment — Aura Curse

Enchant player

Whenever a player attacks enchanted player with one or more creatures, that attacking player may tap or untap target permanent of his or her choice.

"As long as I pull the strings, you will dance."
—Tezzeret

035/320 U
CMA • EN
Jasper Sandner

™ & © 2017 Wizards of the Coast

Curse of Inertia

Enchantment — Aura Curse

Enchant player

Whenever a player attacks enchanted player with one or more creatures, that attacking player may tap or untap target permanent of his or her choice.

"As long as I pull the strings, you will dance."
—Tezzeret

035/320 U
CMA • EN
Jasper Sandner

™ & © 2017 Wizards of the Coast

Curse of Inertia

Enchantment — Aura Curse

Enchant player

Whenever a player attacks enchanted player with one or more creatures, that attacking player may tap or untap target permanent of his or her choice.

"As long as I pull the strings, you will dance."
—Tezzeret

035/320 U
CMA • EN
Jasper Sandner

™ & © 2017 Wizards of the Coast

Curse of Inertia



Enchantment — Aura Curse

Enchant player

Whenever a player attacks enchanted player with one or more creatures, that attacking player may tap or untap target permanent of his or her choice.

"As long as I pull the strings, you will dance."
—Tezzeret

035/320 U
CMA • EN
Jasper Sandner

™ & © 2017 Wizards of the Coast