Crippling Fatigue 1



Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1



Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1



Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1



Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60

Crippling Fatigue 1

Sorcery

Target creature gets -2/-2 until end of turn.

Flashback—1, Pay 3 life. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Heather Hudson

™ & © 1993–2006 Wizards of the Coast, Inc. 30/60