Incremental Blight



Sorcery

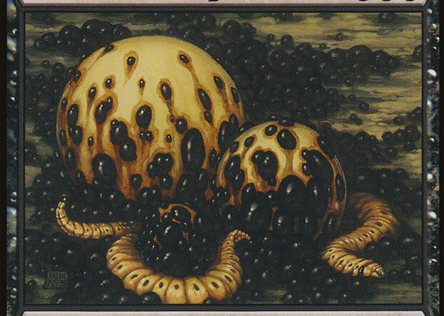
Put a -1/-1 counter on target creature, two -1/-1 counters on another target creature, and three -1/-1 counters on a third target creature.

Shadowmoor's main crops are rot, slime, and despair.

Chuck Lukacs

™ & © 1993–2008 Wizards of the Coast, Inc. 70/301

Incremental Blight



Sorcery

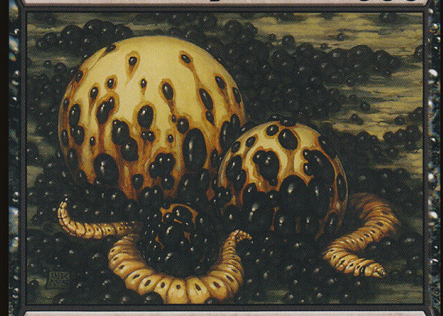
Put a -1/-1 counter on target creature, two -1/-1 counters on another target creature, and three -1/-1 counters on a third target creature.

Shadowmoor's main crops are rot, slime, and despair.

Chuck Lukacs

™ & © 1993–2008 Wizards of the Coast, Inc. 70/301

Incremental Blight



Sorcery

Put a -1/-1 counter on target creature, two -1/-1 counters on another target creature, and three -1/-1 counters on a third target creature.

Shadowmoor's main crops are rot, slime, and despair.

Chuck Lukacs

™ & © 1993–2008 Wizards of the Coast, Inc. 70/301

Incremental Blight



Sorcery

Put a -1/-1 counter on target creature, two -1/-1 counters on another target creature, and three -1/-1 counters on a third target creature.

Shadowmoor's main crops are rot, slime, and despair.

Chuck Lukacs

™ & © 1993–2008 Wizards of the Coast, Inc. 70/301