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2004 Invitational Card Concepts

Magic Arcana
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One of the rarest ways to win a game of **Magic** is to give your opponent ten poison counters but not if Bob Maher has anything to say about it.

Every year the winner of the Invitational gets to submit a card concept to R&D for a future set. With Maher 10-0 at the time this article was written, it's looking as if poison counters might make a return to a future set!

Here's Bob's card concept submission:

Asp's Grasp



Sorcery

Target player gets nine poison counters.

To help visualize, we've shamelessly made the following mock-up:



Needless to say, not all card concepts are printed as submitted, so you could expect R&D to playtest this concept and perhaps tweek it a little.

If you're wondering what other cards deal with poison counters, here is a list of key cards:

- **Crypt Cobra**
- **Leeches**
- **Marsh Viper**
- **Pit Scorpion**
- **Sabertooth Cobra**
- **Serpent Generator**

- [Suq'Ata Assassin](#)
- [Swamp Mosquito](#)

To see all of this year's Invitational card concepts, check out the [Invitational Coverage](#) - or go [here](#).



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