Braids's Frightful Return

{2}{B}

Read ahead *(Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)*



I — You may sacrifice a creature. If you do, each opponent discards a card.

II — Return target creature card from your graveyard to your hand.

III — Target opponent may sacrifice a nonland, nontoken permanent. If they don't, they lose 2 life and you draw a card.

Enchantment — Saga

085/281 U
DMU • EN ▶ Dominik Mayer

Braids's Frightful Return {2}{B}
Read ahead *(Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)*
I — You may sacrifice a creature. If you do, each opponent discards a card.
II — Return target creature card from your graveyard to your hand.
III — Target opponent may sacrifice a nonland, nontoken permanent. If they don't, they lose 2 life and you draw a card.
Enchantment — Saga
085/281 U
DMU • EN ▶ Dominik Mayer

Braids's Frightful Return {2}{B}
Read ahead *(Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)*
I — You may sacrifice a creature. If you do, each opponent discards a card.
II — Return target creature card from your graveyard to your hand.
III — Target opponent may sacrifice a nonland, nontoken permanent. If they don't, they lose 2 life and you draw a card.
Enchantment — Saga
085/281 U
DMU • EN ▶ Dominik Mayer

Braids's Frightful Return {2}{B}
Read ahead *(Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)*
I — You may sacrifice a creature. If you do, each opponent discards a card.
II — Return target creature card from your graveyard to your hand.
III — Target opponent may sacrifice a nonland, nontoken permanent. If they don't, they lose 2 life and you draw a card.
Enchantment — Saga
085/281 U
DMU • EN ▶ Dominik Mayer

Braids's Frightful Return {2}{B}
Read ahead *(Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)*
I — You may sacrifice a creature. If you do, each opponent discards a card.
II — Return target creature card from your graveyard to your hand.
III — Target opponent may sacrifice a nonland, nontoken permanent. If they don't, they lose 2 life and you draw a card.
Enchantment — Saga
085/281 U
DMU • EN ▶ Dominik Mayer

Braids's Frightful Return {2}{B}
Read ahead *(Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)*
I — You may sacrifice a creature. If you do, each opponent discards a card.
II — Return target creature card from your graveyard to your hand.
III — Target opponent may sacrifice a nonland, nontoken permanent. If they don't, they lose 2 life and you draw a card.
Enchantment — Saga
085/281 U
DMU • EN ▶ Dominik Mayer

Braids's Frightful Return {2}{B}
Read ahead *(Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)*
I — You may sacrifice a creature. If you do, each opponent discards a card.
II — Return target creature card from your graveyard to your hand.
III — Target opponent may sacrifice a nonland, nontoken permanent. If they don't, they lose 2 life and you draw a card.
Enchantment — Saga
085/281 U
DMU • EN ▶ Dominik Mayer

Braids's Frightful Return {2}{B}
Read ahead *(Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)*
I — You may sacrifice a creature. If you do, each opponent discards a card.
II — Return target creature card from your graveyard to your hand.
III — Target opponent may sacrifice a nonland, nontoken permanent. If they don't, they lose 2 life and you draw a card.
Enchantment — Saga
085/281 U
DMU • EN ▶ Dominik Mayer

Braids's Frightful Return {2}{B}
Read ahead *(Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)*
I — You may sacrifice a creature. If you do, each opponent discards a card.
II — Return target creature card from your graveyard to your hand.
III — Target opponent may sacrifice a nonland, nontoken permanent. If they don't, they lose 2 life and you draw a card.
Enchantment — Saga
085/281 U
DMU • EN ▶ Dominik Mayer