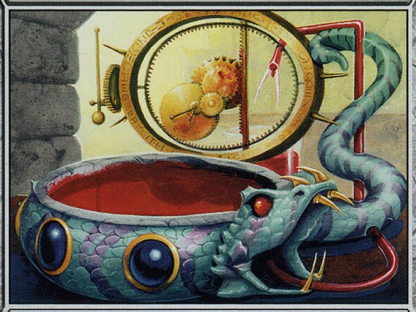
Blood Clock



Artifact

At the beginning of each player's upkeep, that player returns a permanent he or she controls to its owner's hand unless he or she pays 2 life.

In an age of war, time is measured not by sand but by blood.

Keith Garletts

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