Baleful Beholder {4}{B}{B}



Creature — Beholder

When Baleful Beholder enters the battlefield, choose one —
- *Antimagic Cone* — Each opponent sacrifices an enchantment.
- *Fear Ray* — Creatures you control gain menace until end of turn.

6/5

311 C
AFR • EN Justine Jones

™ & © 2021 Wizards of the Coast

Baleful Beholder {4}{B}{B}

Creature — Beholder

When Baleful Beholder enters the battlefield, choose one —
- *Antimagic Cone* — Each opponent sacrifices an enchantment.
- *Fear Ray* — Creatures you control gain menace until end of turn.

6/5

311 C
AFR • EN Justine Jones

™ & © 2021 Wizards of the Coast

Baleful Beholder {4}{B}{B}

Creature — Beholder

When Baleful Beholder enters the battlefield, choose one —
- *Antimagic Cone* — Each opponent sacrifices an enchantment.
- *Fear Ray* — Creatures you control gain menace until end of turn.

6/5

311 C
AFR • EN Justine Jones

™ & © 2021 Wizards of the Coast

Baleful Beholder {4}{B}{B}

Creature — Beholder

When Baleful Beholder enters the battlefield, choose one —
- *Antimagic Cone* — Each opponent sacrifices an enchantment.
- *Fear Ray* — Creatures you control gain menace until end of turn.

6/5

311 C
AFR • EN Justine Jones

™ & © 2021 Wizards of the Coast

Baleful Beholder {4}{B}{B}

Creature — Beholder

When Baleful Beholder enters the battlefield, choose one —
- *Antimagic Cone* — Each opponent sacrifices an enchantment.
- *Fear Ray* — Creatures you control gain menace until end of turn.

6/5

311 C
AFR • EN Justine Jones

™ & © 2021 Wizards of the Coast

Baleful Beholder {4}{B}{B}

Creature — Beholder

When Baleful Beholder enters the battlefield, choose one —
- *Antimagic Cone* — Each opponent sacrifices an enchantment.
- *Fear Ray* — Creatures you control gain menace until end of turn.

6/5

311 C
AFR • EN Justine Jones

™ & © 2021 Wizards of the Coast

Baleful Beholder {4}{B}{B}

Creature — Beholder

When Baleful Beholder enters the battlefield, choose one —
- *Antimagic Cone* — Each opponent sacrifices an enchantment.
- *Fear Ray* — Creatures you control gain menace until end of turn.

6/5

311 C
AFR • EN Justine Jones

™ & © 2021 Wizards of the Coast

Baleful Beholder {4}{B}{B}

Creature — Beholder

When Baleful Beholder enters the battlefield, choose one —
- *Antimagic Cone* — Each opponent sacrifices an enchantment.
- *Fear Ray* — Creatures you control gain menace until end of turn.

6/5

311 C
AFR • EN Justine Jones

™ & © 2021 Wizards of the Coast

Baleful Beholder {4}{B}{B}

Creature — Beholder

When Baleful Beholder enters the battlefield, choose one —
- *Antimagic Cone* — Each opponent sacrifices an enchantment.
- *Fear Ray* — Creatures you control gain menace until end of turn.

6/5

311 C
AFR • EN Justine Jones

™ & © 2021 Wizards of the Coast