Grasp of Fate



Enchantment

When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.

"And I suppose, if it's one last chance to say it, Rose Tyler . . ."

R 0208
WHO • EN Randy Gallegos

© BBC
™ & © 2023 Wizards of the Coast

Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast

Grasp of Fate



Enchantment

When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.

"And I suppose, if it's one last chance to say it, Rose Tyler . . ."

R 0208
WHO • EN Randy Gallegos

© BBC
™ & © 2023 Wizards of the Coast

Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast

Grasp of Fate



Enchantment

When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.

"And I suppose, if it's one last chance to say it, Rose Tyler . . ."

R 0208
WHO • EN Randy Gallegos

© BBC
™ & © 2023 Wizards of the Coast

Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast

Grasp of Fate



Enchantment

When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.

"And I suppose, if it's one last chance to say it, Rose Tyler . . ."

R 0208
WHO • EN Randy Gallegos

© BBC
™ & © 2023 Wizards of the Coast

Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast
Grasp of Fate
Enchantment
When Grasp of Fate enters the battlefield, for each opponent, exile up to one target nonland permanent that player controls until Grasp of Fate leaves the battlefield.
"And I suppose, if it's one last chance to say it, Rose Tyler . . ."
R 0208
WHO • EN Randy Gallegos
© BBC
™ & © 2023 Wizards of the Coast