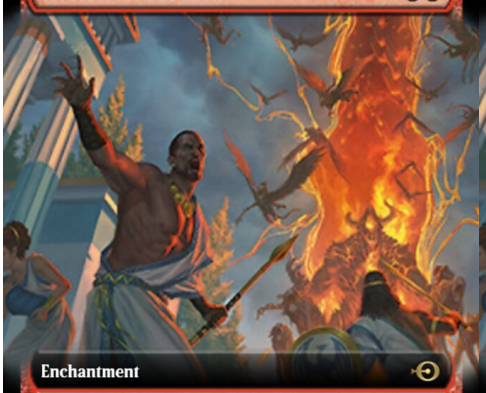
Underworld Breach 1



Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. *(You may cast cards from your graveyard for their escape cost.)*

At the beginning of the end step, sacrifice Underworld Breach.

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