
Grave Consequences
1
Instant
Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard.
Draw a card.
"You call that a nightmare?"
—Braids, dementia summoner
Illus. Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 67/143


Grave Consequences
Instant
Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard.
Draw a card.
"You call that a nightmare?"
—Braids, dementia summoner
Illus. Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 67/143


Grave Consequences
Instant
Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard.
Draw a card.
"You call that a nightmare?"
—Braids, dementia summoner
Illus. Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 67/143


Grave Consequences
1
Instant
Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard.
Draw a card.
"You call that a nightmare?"
—Braids, dementia summoner
Illus. Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 67/143