Flames of the Blood Hand



Instant

Flames of the Blood Hand deals 4 damage to target player. The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.

Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

Aleksi Briclot

™ & © 1993–2005 Wizards of the Coast, Inc. 101/165

Flames of the Blood Hand

Instant

Flames of the Blood Hand deals 4 damage to target player. The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.

Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

Aleksi Briclot

™ & © 1993–2005 Wizards of the Coast, Inc. 101/165

Flames of the Blood Hand

Instant

Flames of the Blood Hand deals 4 damage to target player. The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.

Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

Aleksi Briclot

™ & © 1993–2005 Wizards of the Coast, Inc. 101/165

Flames of the Blood Hand

Instant

Flames of the Blood Hand deals 4 damage to target player. The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.

Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

Aleksi Briclot

™ & © 1993–2005 Wizards of the Coast, Inc. 101/165

Flames of the Blood Hand

Instant

Flames of the Blood Hand deals 4 damage to target player. The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.

Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

Aleksi Briclot

™ & © 1993–2005 Wizards of the Coast, Inc. 101/165

Flames of the Blood Hand

Instant

Flames of the Blood Hand deals 4 damage to target player. The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.

Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

Aleksi Briclot

™ & © 1993–2005 Wizards of the Coast, Inc. 101/165

Flames of the Blood Hand

Instant

Flames of the Blood Hand deals 4 damage to target player. The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.

Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

Aleksi Briclot

™ & © 1993–2005 Wizards of the Coast, Inc. 101/165

Flames of the Blood Hand

Instant

Flames of the Blood Hand deals 4 damage to target player. The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.

Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

Aleksi Briclot

™ & © 1993–2005 Wizards of the Coast, Inc. 101/165

Flames of the Blood Hand

Instant

Flames of the Blood Hand deals 4 damage to target player. The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.

Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

Aleksi Briclot

™ & © 1993–2005 Wizards of the Coast, Inc. 101/165