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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5

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.

Lars Grant-West

6/5