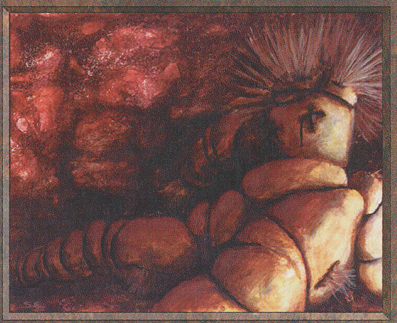
Voodoo Doll 6



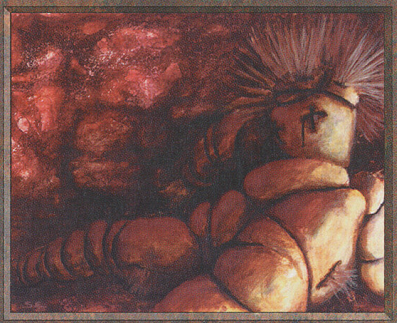
Artifact

At the beginning of your upkeep, put one pin counter on Voodoo Doll. If Voodoo Doll is untapped at the end of your turn, it deals X damage to you, where X is equal to the number of pin counters on Voodoo Doll. If Voodoo Doll deals damage to you in this way, destroy it.
XX, T: Voodoo Doll deals X damage to target creature or player, where X is equal to the number of pin counters on Voodoo Doll.

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