
Asylum Visitor
1
Creature — Vampire Wizard
At the beginning of each player's upkeep, if that player has no cards in hand, you draw a card and you lose 1 life.
Madness 1 (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
"The ravings of the mad are laced with eldritch knowledge."
3/1
099/297 R
SOI • EN Bastien L. Deharme
™ & © 2016 Wizards of the Coast