Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1



Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB

Scald 1

Enchantment

Whenever a player taps an island for mana, Scald deals 1 damage to that player.

"Shiv may be surrounded by water, but the mountains go far deeper."
—Fire Eye, viashino bey

Illus. Adam Rex
©1993–1998 Wizards of the Coast, Inc. 211/350 SB