Asylum Visitor



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

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