## Marina Vendrell's Grimoire {5}{B}



**Legendary Artifact**

When Marina Vendrell's Grimoire enters, if you cast it, draw five cards.

You have no maximum hand size and don't lose the game for having 0 or less life.

Whenever you gain life, draw that many cards.

Whenever you lose life, discard that many cards. Then if you have no cards in hand, you lose the game.

R 0064
DSK • EN ✒ Denys Tsiperko

™ & © 2024 Wizards of the Coast


## Marina Vendrell's Grimoire {5}{B}

**Legendary Artifact**

When Marina Vendrell's Grimoire enters, if you cast it, draw five cards.

You have no maximum hand size and don't lose the game for having 0 or less life.

Whenever you gain life, draw that many cards.

Whenever you lose life, discard that many cards. Then if you have no cards in hand, you lose the game.

R 0064
DSK • EN ✒ Denys Tsiperko

™ & © 2024 Wizards of the Coast



## Marina Vendrell's Grimoire {5}{B}

**Legendary Artifact**

When Marina Vendrell's Grimoire enters, if you cast it, draw five cards.

You have no maximum hand size and don't lose the game for having 0 or less life.

Whenever you gain life, draw that many cards.

Whenever you lose life, discard that many cards. Then if you have no cards in hand, you lose the game.

R 0064
DSK • EN ✒ Denys Tsiperko

™ & © 2024 Wizards of the Coast



## Marina Vendrell's Grimoire {5}{B}

**Legendary Artifact**

When Marina Vendrell's Grimoire enters, if you cast it, draw five cards.

You have no maximum hand size and don't lose the game for having 0 or less life.

Whenever you gain life, draw that many cards.

Whenever you lose life, discard that many cards. Then if you have no cards in hand, you lose the game.

R 0064
DSK • EN ✒ Denys Tsiperko

™ & © 2024 Wizards of the Coast