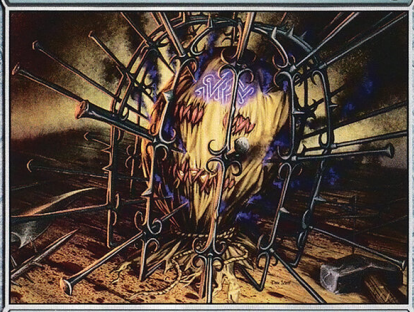
Black Vise 1



Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

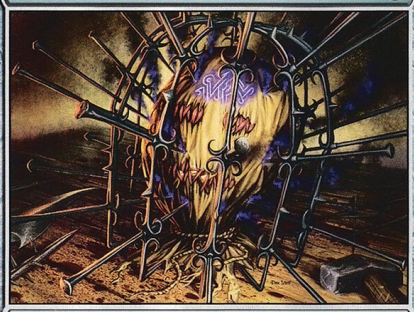
As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1



Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

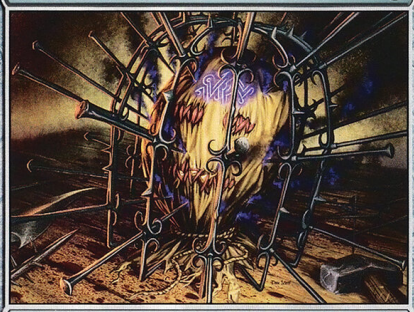
As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1



Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

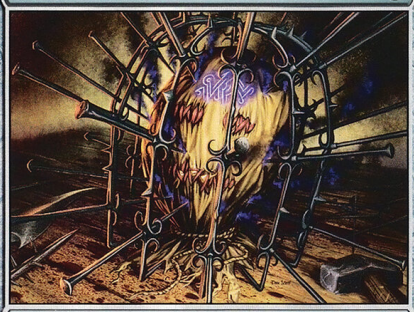
As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1



Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15

Black Vise 1

Artifact

As Black Vise enters the battlefield, choose an opponent.

At the beginning of the chosen player's upkeep, Black Vise deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Dan Scott

™ & © 1993–2010 Wizards of the Coast LLC 2/15