Skullcage 4



Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4



Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4



Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4



Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165

Skullcage 4

Artifact

At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Only a focused mind can survive it.

Ron Spencer

™ & © 1993–2004 Wizards of the Coast, Inc. 131/165