Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast

Dominating Vampire 1 2 2



Creature — Vampire

When Dominating Vampire enters the battlefield, gain control of target creature with mana value less than or equal to the number of Vampires you control until end of turn. Untap that creature. It gains haste until end of turn.

3/3

305 R
VOW • EN Christian Angel

™ & © 2021 Wizards of the Coast