
Crossway Troublemakers
Creature — Vampire
Attacking Vampires you control have deathtouch and lifelink. (Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)
Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.
5/5
R 0417
J25 • EN
Aaron J. Riley
™ & © 2024 Wizards of the Coast
Crossway Troublemakers
Creature — Vampire
Attacking Vampires you control have deathtouch and lifelink. (Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)
Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.
5/5
R 0417
J25 • EN
Aaron J. Riley
™ & © 2024 Wizards of the Coast
Crossway Troublemakers
Creature — Vampire
Attacking Vampires you control have deathtouch and lifelink. (Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)
Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.
5/5
R 0417
J25 • EN
Aaron J. Riley
™ & © 2024 Wizards of the Coast


Crossway Troublemakers
Creature — Vampire
Attacking Vampires you control have deathtouch and lifelink. (Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)
Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.
5/5
R 0417
J25 • EN
Aaron J. Riley
™ & © 2024 Wizards of the Coast