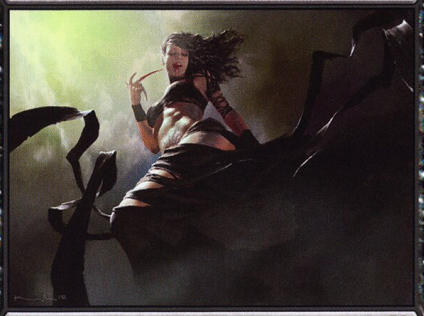
Sangromancer 2BB



Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

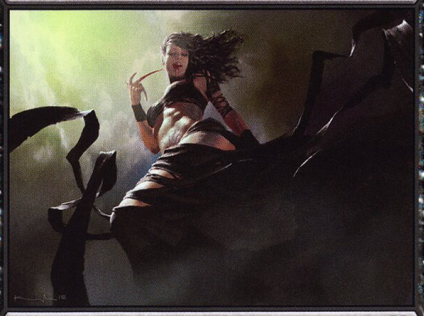
Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB



Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

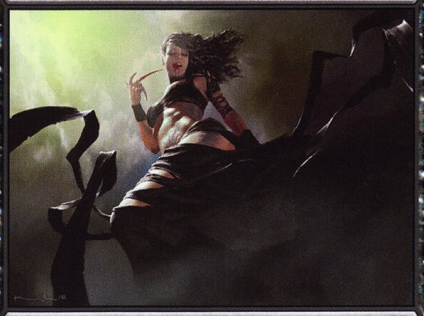
Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB



Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

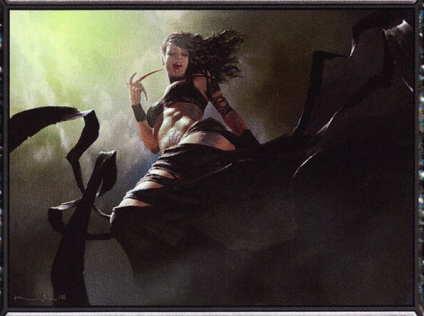
Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB



Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast

Sangromancer 2BB

Creature — Vampire Shaman

Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.

3/3

123/309 R
C17 • EN ▶ Igor Kieryluk
™ & © 2017 Wizards of the Coast