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

116/351 R
C16 • EN Igor Kieryluk
™ & © 2016 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

116/351 R
C16 • EN Igor Kieryluk
™ & © 2016 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

116/351 R
C16 • EN Igor Kieryluk
™ & © 2016 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

116/351 R
C16 • EN Igor Kieryluk
™ & © 2016 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

116/351 R
C16 • EN Igor Kieryluk
™ & © 2016 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

116/351 R
C16 • EN Igor Kieryluk
™ & © 2016 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

116/351 R
C16 • EN Igor Kieryluk
™ & © 2016 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

116/351 R
C16 • EN Igor Kieryluk
™ & © 2016 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

116/351 R
C16 • EN Igor Kieryluk
™ & © 2016 Wizards of the Coast