Duskhunter Bat 1B



Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B



Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B



Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B



Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast

Duskhunter Bat 1B

Creature — Bat

Bloodthirst 1 *(If an opponent was dealt damage this turn, this creature enters the battlefield with a +1/+1 counter on it.)*

Flying

The swamps go silent at its approach, but it still hears the heartbeat of the prey within.

1/1

081/249 C
MM2 • EN Jesper Ejsing

™ & © 2015 Wizards of the Coast