

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113
OTJ • EN • ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113
OTJ • EN • ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113
OTJ • EN • ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113
OTJ • EN • ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113
OTJ • EN • ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113
OTJ • EN • ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113
OTJ • EN • ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113
OTJ • EN • ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113
OTJ • EN • ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast

Vadmir, New Blood

1



Legendary Creature — Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir, New Blood. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

R 0113

OTJ • EN

ANDREAS ZAFIRATOS

™ & © 2024 Wizards of the Coast