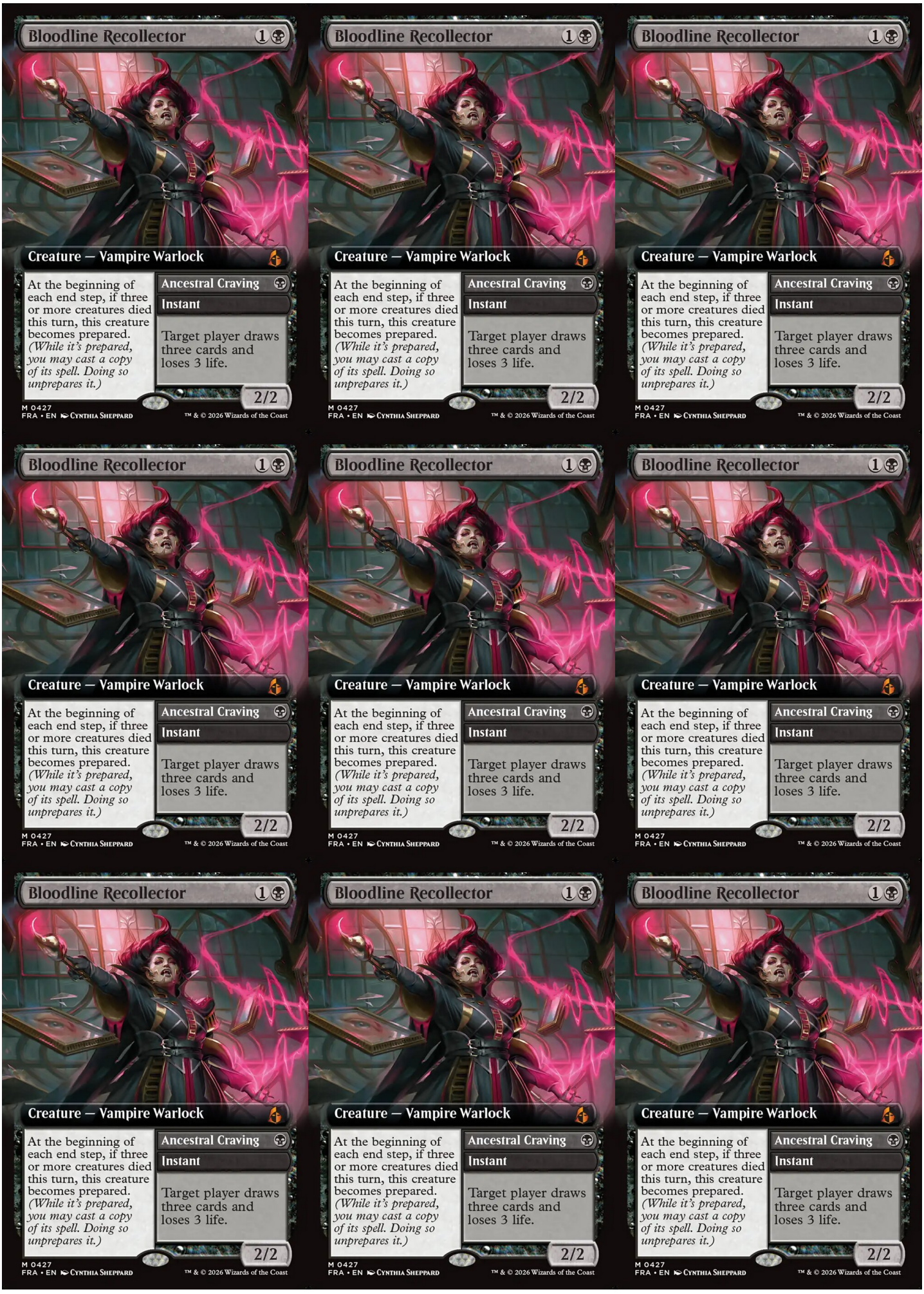
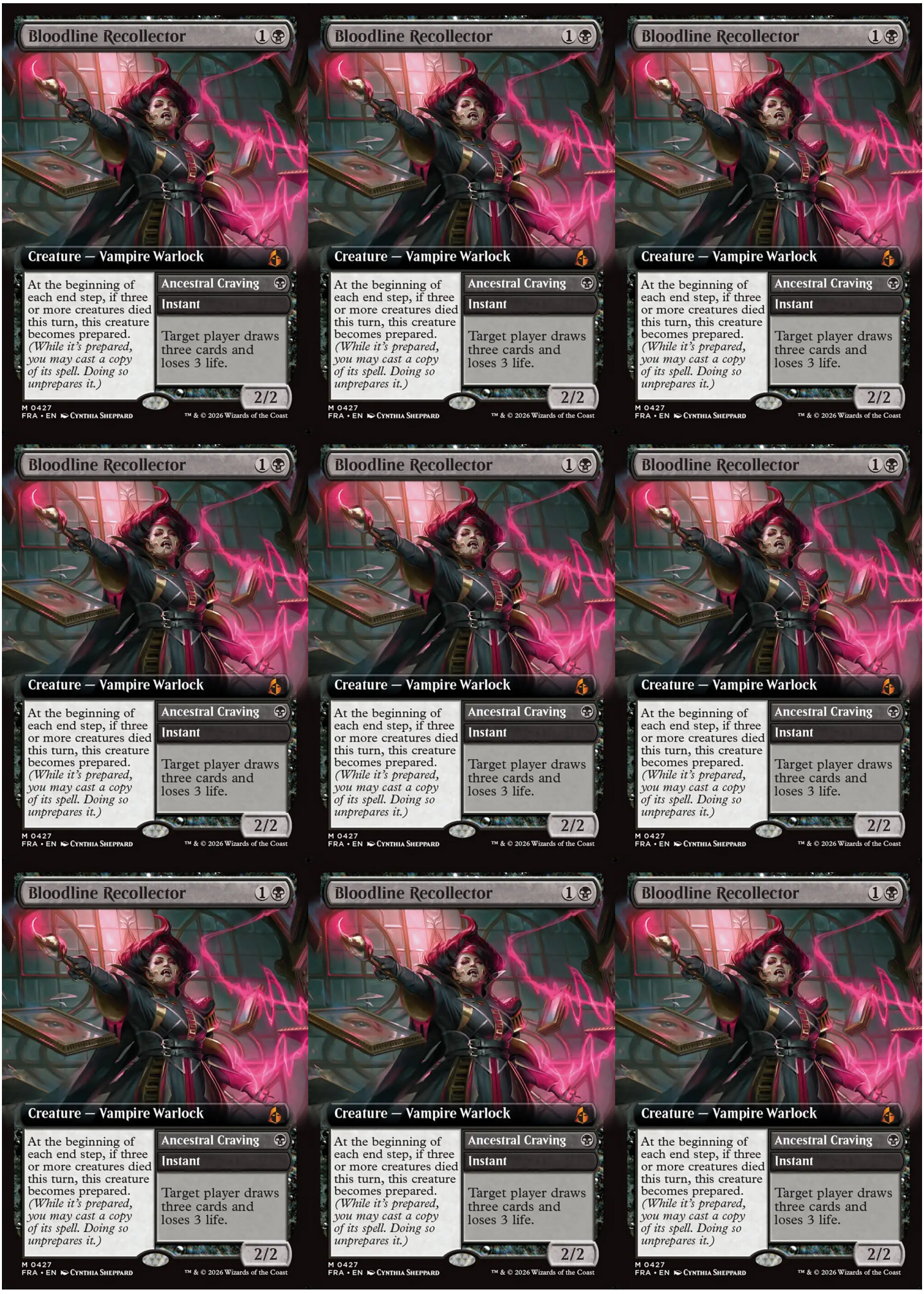
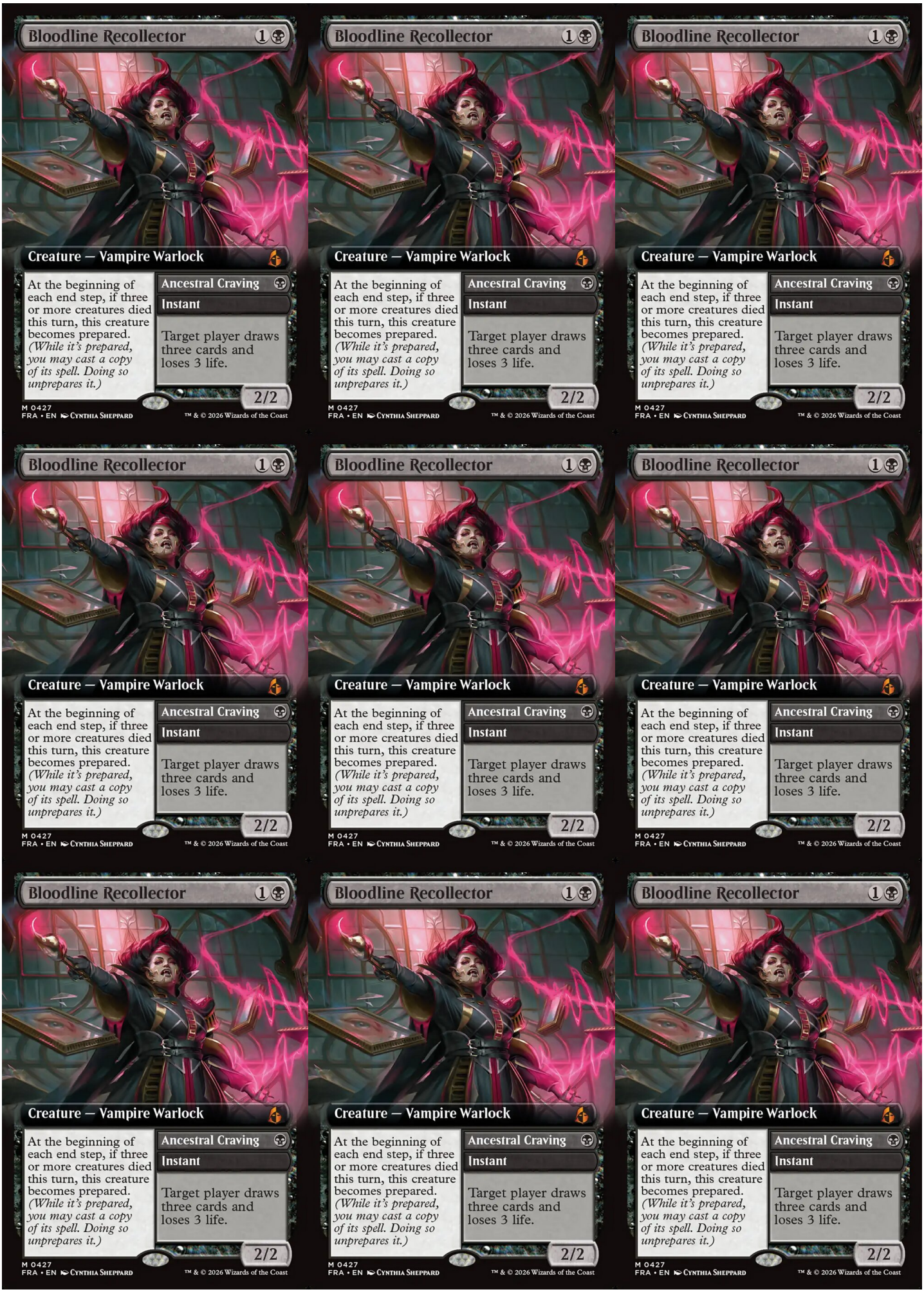
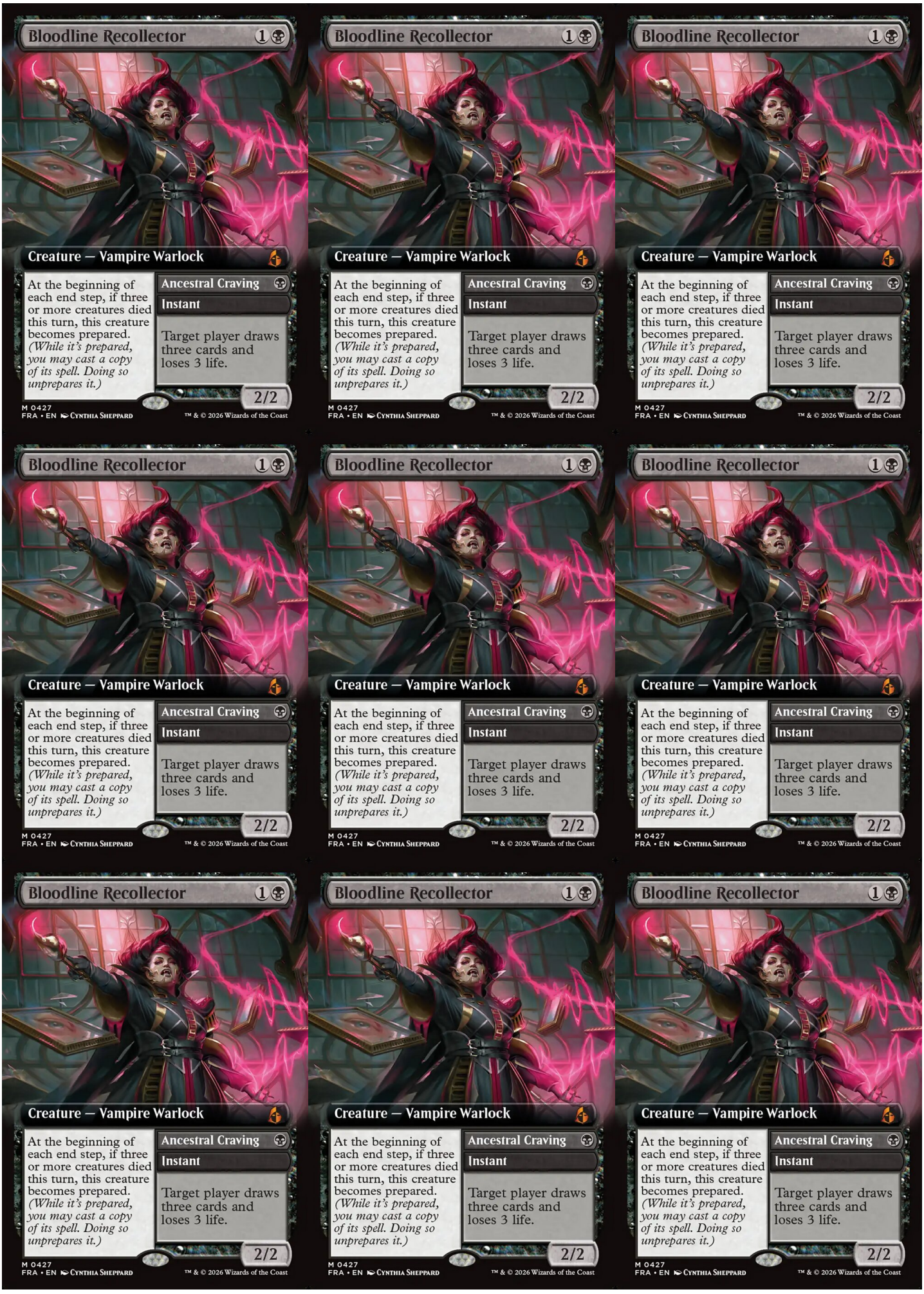

Bloodline Recollector 1
Creature — Vampire Warlock
At the beginning of each end step, if three or more creatures died this turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Ancestral Craving
Instant
Target player draws three cards and loses 3 life.
2/2
M 0427
FRA • EN Cynthia Sheppard
™ & © 2026 Wizards of the Coast


Bloodline Recollector 1
Creature — Vampire Warlock
At the beginning of each end step, if three or more creatures died this turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Ancestral Craving
Instant
Target player draws three cards and loses 3 life.
2/2
M 0427
FRA • EN Cynthia Sheppard
™ & © 2026 Wizards of the Coast


Bloodline Recollector 1
Creature — Vampire Warlock
At the beginning of each end step, if three or more creatures died this turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Ancestral Craving
Instant
Target player draws three cards and loses 3 life.
2/2
M 0427
FRA • EN Cynthia Sheppard
™ & © 2026 Wizards of the Coast


Bloodline Recollector 1
Creature — Vampire Warlock
At the beginning of each end step, if three or more creatures died this turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Ancestral Craving
Instant
Target player draws three cards and loses 3 life.
2/2
M 0427
FRA • EN Cynthia Sheppard
™ & © 2026 Wizards of the Coast