Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn



Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast

Kalastria Highborn

Creature — Vampire Shaman

Whenever this creature or another Vampire you control dies, you may pay 💀. If you do, target player loses 2 life and you gain 2 life.

Each of Malakir's great families boasts a contingent of nulls appropriate to its rank in society.

2/2

R 0753
FDN • EN ✍ D. Alexander Gregory
™ & © 2026 Wizards of the Coast