Sengir Vampire 3BB



Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB



Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB



Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB



Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383

Sengir Vampire 3BB

Creature — Vampire X

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Empires rise and fall, but evil is eternal.

Kev Walker 4/4

™ & © 1993–2007 Wizards of the Coast, Inc. I 6/383