Sanguinary Mage 1R



Creature — Vampire Wizard

Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

*New cults rising in Nephalia have found allies in the Stromkirk bloodline, whose progenitor worships ancient and terrible forces.*

1/3

178/297 C
SOI • EN David Gaillet

™ & © 2016 Wizards of the Coast

Sanguinary Mage 1R



Creature — Vampire Wizard

Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

*New cults rising in Nephalia have found allies in the Stromkirk bloodline, whose progenitor worships ancient and terrible forces.*

1/3

178/297 C
SOI • EN David Gaillet

™ & © 2016 Wizards of the Coast

Sanguinary Mage 1R



Creature — Vampire Wizard

Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

*New cults rising in Nephalia have found allies in the Stromkirk bloodline, whose progenitor worships ancient and terrible forces.*

1/3

178/297 C
SOI • EN David Gaillet

™ & © 2016 Wizards of the Coast

Sanguinary Mage 1R



Creature — Vampire Wizard

Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

*New cults rising in Nephalia have found allies in the Stromkirk bloodline, whose progenitor worships ancient and terrible forces.*

1/3

178/297 C
SOI • EN David Gaillet

™ & © 2016 Wizards of the Coast