Bloodhall Priest 2



Creature — Vampire Cleric

Whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

4/4

181/205 R
EMN • EN ► Mark Winters

™ & © 2016 Wizards of the Coast

Bloodhall Priest 2

Creature — Vampire Cleric

Whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

4/4

181/205 R
EMN • EN ► Mark Winters

™ & © 2016 Wizards of the Coast

Bloodhall Priest 2

Creature — Vampire Cleric

Whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

4/4

181/205 R
EMN • EN ► Mark Winters

™ & © 2016 Wizards of the Coast

Bloodhall Priest 2

Creature — Vampire Cleric

Whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

4/4

181/205 R
EMN • EN ► Mark Winters

™ & © 2016 Wizards of the Coast

Bloodhall Priest 2

Creature — Vampire Cleric

Whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

4/4

181/205 R
EMN • EN ► Mark Winters

™ & © 2016 Wizards of the Coast

Bloodhall Priest 2

Creature — Vampire Cleric

Whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

4/4

181/205 R
EMN • EN ► Mark Winters

™ & © 2016 Wizards of the Coast

Bloodhall Priest 2

Creature — Vampire Cleric

Whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

4/4

181/205 R
EMN • EN ► Mark Winters

™ & © 2016 Wizards of the Coast

Bloodhall Priest 2

Creature — Vampire Cleric

Whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

4/4

181/205 R
EMN • EN ► Mark Winters

™ & © 2016 Wizards of the Coast

Bloodhall Priest 2

Creature — Vampire Cleric

Whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

4/4

181/205 R
EMN • EN ► Mark Winters

™ & © 2016 Wizards of the Coast