Vampire Bats



Summon Bats

Flying
{B}: +1/+0 until end of turn. You cannot spend more than {B}{B} in this way each turn.
"For something is amiss or out of place
When mice with wings can wear a human face."
—Theodore Roethke, "The Bat"

Illus. Anson Maddocks
©1995 Wizards of the Coast, Inc. All rights reserved.
0/1

Vampire Bats



Summon Bats

Flying
{B}: +1/+0 until end of turn. You cannot spend more than {B}{B} in this way each turn.
"For something is amiss or out of place
When mice with wings can wear a human face."
—Theodore Roethke, "The Bat"

Illus. Anson Maddocks
©1995 Wizards of the Coast, Inc. All rights reserved.
0/1

Vampire Bats



Summon Bats

Flying
{B}: +1/+0 until end of turn. You cannot spend more than {B}{B} in this way each turn.
"For something is amiss or out of place
When mice with wings can wear a human face."
—Theodore Roethke, "The Bat"

Illus. Anson Maddocks
©1995 Wizards of the Coast, Inc. All rights reserved.
0/1

Vampire Bats



Summon Bats

Flying
{B}: +1/+0 until end of turn. You cannot spend more than {B}{B} in this way each turn.
"For something is amiss or out of place
When mice with wings can wear a human face."
—Theodore Roethke, "The Bat"

Illus. Anson Maddocks
©1995 Wizards of the Coast, Inc. All rights reserved.
0/1