Patron of the Vein



Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein



Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein



Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein



Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast

Patron of the Vein

Creature — Vampire Shaman

Flying
When Patron of the Vein enters the battlefield, destroy target creature an opponent controls.
Whenever a creature an opponent controls dies, exile it and put a +1/+1 counter on each Vampire you control.

4/4

020/309 R
C17 • EN Tommy Arnold
™ & © 2017 Wizards of the Coast