Bloodghast



Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast



Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast



Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast



Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast

Bloodghast

Creature — Vampire Spirit

This creature can't block.

This creature has haste as long as an opponent has 10 or less life.

Landfall — Whenever a land you control enters, you may return this card from your graveyard to the battlefield.

Summoning it is easy. Controlling it is another matter.

2/1

R 0077
DFT • EN Francisco Badilla

™ & © 2025 Wizards of the Coast