Markov Dreadknight 3BB



Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB



Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB



Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB



Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard

Markov Dreadknight 3BB

Creature — Vampire Knight

Flying

2B, Discard a card: Put two +1/+1 counters on Markov Dreadknight.

The destruction of Markov Manor made the surviving members of the bloodline more dangerous.

3/3

122 / 297 P Intro Pack
PRM • EN Cynthia Sheppard