Crossway Troublemakers



Creature — Vampire

Attacking Vampires you control have deathtouch and lifelink. *(Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)*

Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.

5/5

R 0417
J25 • EN ✒ Aaron J. Riley

™ & © 2024 Wizards of the Coast

Crossway Troublemakers

Creature — Vampire

Attacking Vampires you control have deathtouch and lifelink. *(Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)*

Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.

5/5

R 0417
J25 • EN ✒ Aaron J. Riley

™ & © 2024 Wizards of the Coast

Crossway Troublemakers

Creature — Vampire

Attacking Vampires you control have deathtouch and lifelink. *(Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)*

Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.

5/5

R 0417
J25 • EN ✒ Aaron J. Riley

™ & © 2024 Wizards of the Coast

Crossway Troublemakers

Creature — Vampire

Attacking Vampires you control have deathtouch and lifelink. *(Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)*

Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.

5/5

R 0417
J25 • EN ✒ Aaron J. Riley

™ & © 2024 Wizards of the Coast

Crossway Troublemakers

Creature — Vampire

Attacking Vampires you control have deathtouch and lifelink. *(Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)*

Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.

5/5

R 0417
J25 • EN ✒ Aaron J. Riley

™ & © 2024 Wizards of the Coast

Crossway Troublemakers

Creature — Vampire

Attacking Vampires you control have deathtouch and lifelink. *(Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)*

Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.

5/5

R 0417
J25 • EN ✒ Aaron J. Riley

™ & © 2024 Wizards of the Coast

Crossway Troublemakers

Creature — Vampire

Attacking Vampires you control have deathtouch and lifelink. *(Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)*

Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.

5/5

R 0417
J25 • EN ✒ Aaron J. Riley

™ & © 2024 Wizards of the Coast

Crossway Troublemakers

Creature — Vampire

Attacking Vampires you control have deathtouch and lifelink. *(Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)*

Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.

5/5

R 0417
J25 • EN ✒ Aaron J. Riley

™ & © 2024 Wizards of the Coast

Crossway Troublemakers

Creature — Vampire

Attacking Vampires you control have deathtouch and lifelink. *(Any amount of damage they deal to a creature is enough to destroy it. Damage dealt by those creatures also causes their controller to gain that much life.)*

Whenever a Vampire you control dies, you may pay 2 life. If you do, draw a card.

5/5

R 0417
J25 • EN ✒ Aaron J. Riley

™ & © 2024 Wizards of the Coast