Sengir Vampire 3BB



Creature — Vampire

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Illus. Jeff Easley
©1999–2000 Wizards of the Coast, Inc. 29/90
4/4

Sengir Vampire 3BB



Creature — Vampire

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Illus. Jeff Easley
©1999–2000 Wizards of the Coast, Inc. 29/90
4/4

Sengir Vampire 3BB



Creature — Vampire

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Illus. Jeff Easley
©1999–2000 Wizards of the Coast, Inc. 29/90
4/4

Sengir Vampire 3BB



Creature — Vampire

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Illus. Jeff Easley
©1999–2000 Wizards of the Coast, Inc. 29/90
4/4

Sengir Vampire 3BB



Creature — Vampire

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Illus. Jeff Easley
©1999–2000 Wizards of the Coast, Inc. 29/90
4/4

Sengir Vampire 3BB



Creature — Vampire

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Illus. Jeff Easley
©1999–2000 Wizards of the Coast, Inc. 29/90
4/4

Sengir Vampire 3BB



Creature — Vampire

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Illus. Jeff Easley
©1999–2000 Wizards of the Coast, Inc. 29/90
4/4

Sengir Vampire 3BB



Creature — Vampire

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Illus. Jeff Easley
©1999–2000 Wizards of the Coast, Inc. 29/90
4/4

Sengir Vampire 3BB



Creature — Vampire

Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Illus. Jeff Easley
©1999–2000 Wizards of the Coast, Inc. 29/90
4/4