Skeletal Vampire 4BB



Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB



Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB



Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB



Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63

Skeletal Vampire 4BB

Creature — Vampire Skeleton

Flying

When Skeletal Vampire enters the battlefield, put two 1/1 black Bat creature tokens with flying onto the battlefield.

3BB, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying onto the battlefield.

Sacrifice a Bat: Regenerate Skeletal Vampire.

3/3

Wayne Reynolds

™ & © 1993–2009 Wizards of the Coast LLC 46/63