Stromkirk Occultist



Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist



Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist



Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist



Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast

Stromkirk Occultist

Creature — Vampire Horror

Trample

Whenever this creature deals combat damage to a player, exile the top card of your library. Until end of turn, you may play that card.

Madness 1 *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

3/2

U 0173
INR • EN Magali Villeneuve

™ & © 2025 Wizards of the Coast