Vampiric Spirit 2BB



Creature — Spirit

Flying *(This creature can't be blocked except by creatures with flying.)*
When Vampiric Spirit comes into play, you lose 4 life.

Arson Maddocks
™ & © 1993–2003 Wizards of the Coast, Inc. 170/350
4/3

Vampiric Spirit 2BB



Creature — Spirit

Flying *(This creature can't be blocked except by creatures with flying.)*
When Vampiric Spirit comes into play, you lose 4 life.

Arson Maddocks
™ & © 1993–2003 Wizards of the Coast, Inc. 170/350
4/3

Vampiric Spirit 2BB



Creature — Spirit

Flying *(This creature can't be blocked except by creatures with flying.)*
When Vampiric Spirit comes into play, you lose 4 life.

Arson Maddocks
™ & © 1993–2003 Wizards of the Coast, Inc. 170/350
4/3

Vampiric Spirit 2BB



Creature — Spirit

Flying *(This creature can't be blocked except by creatures with flying.)*
When Vampiric Spirit comes into play, you lose 4 life.

Arson Maddocks
™ & © 1993–2003 Wizards of the Coast, Inc. 170/350
4/3

Vampiric Spirit 2BB



Creature — Spirit

Flying *(This creature can't be blocked except by creatures with flying.)*
When Vampiric Spirit comes into play, you lose 4 life.

Arson Maddocks
™ & © 1993–2003 Wizards of the Coast, Inc. 170/350
4/3

Vampiric Spirit 2BB



Creature — Spirit

Flying *(This creature can't be blocked except by creatures with flying.)*
When Vampiric Spirit comes into play, you lose 4 life.

Arson Maddocks
™ & © 1993–2003 Wizards of the Coast, Inc. 170/350
4/3

Vampiric Spirit 2BB



Creature — Spirit

Flying *(This creature can't be blocked except by creatures with flying.)*
When Vampiric Spirit comes into play, you lose 4 life.

Arson Maddocks
™ & © 1993–2003 Wizards of the Coast, Inc. 170/350
4/3

Vampiric Spirit 2BB



Creature — Spirit

Flying *(This creature can't be blocked except by creatures with flying.)*
When Vampiric Spirit comes into play, you lose 4 life.

Arson Maddocks
™ & © 1993–2003 Wizards of the Coast, Inc. 170/350
4/3

Vampiric Spirit 2BB



Creature — Spirit

Flying *(This creature can't be blocked except by creatures with flying.)*
When Vampiric Spirit comes into play, you lose 4 life.

Arson Maddocks
™ & © 1993–2003 Wizards of the Coast, Inc. 170/350
4/3