

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast

Markov Waltzer 2 2*



Creature — Vampire

Flying, haste

At the beginning of combat on your turn, up to two target creatures you control each get +1/+0 until end of turn.

1/3

313 U
VOW • EN JASON A. ENGLE

™ & © 2021 Wizards of the Coast