Null Caller {3}{B}



Creature — Vampire Shaman

{3}{B}, Exile a creature card from your graveyard: Create a tapped 2/2 black Zombie creature token.

Zendikar's defenders include both healers and vampires. One way or another, the fallen will return to the fight.

2/4

140/361 U
CMR • EN
Darek Zabrocki

™ & © 2020 Wizards of the Coast

Null Caller {3}{B}



Creature — Vampire Shaman

{3}{B}, Exile a creature card from your graveyard: Create a tapped 2/2 black Zombie creature token.

Zendikar's defenders include both healers and vampires. One way or another, the fallen will return to the fight.

2/4

140/361 U
CMR • EN
Darek Zabrocki

™ & © 2020 Wizards of the Coast

Null Caller {3}{B}



Creature — Vampire Shaman

{3}{B}, Exile a creature card from your graveyard: Create a tapped 2/2 black Zombie creature token.

Zendikar's defenders include both healers and vampires. One way or another, the fallen will return to the fight.

2/4

140/361 U
CMR • EN
Darek Zabrocki

™ & © 2020 Wizards of the Coast

Null Caller {3}{B}



Creature — Vampire Shaman

{3}{B}, Exile a creature card from your graveyard: Create a tapped 2/2 black Zombie creature token.

Zendikar's defenders include both healers and vampires. One way or another, the fallen will return to the fight.

2/4

140/361 U
CMR • EN
Darek Zabrocki

™ & © 2020 Wizards of the Coast