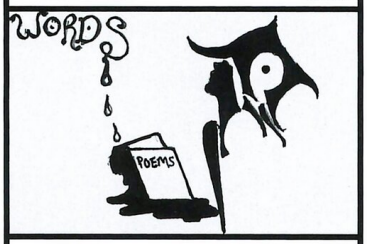
Blood Poet 2B



Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

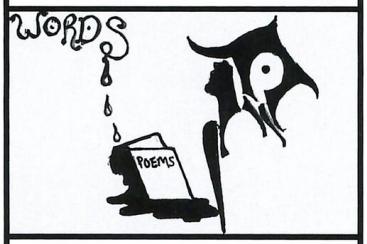
Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B



Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

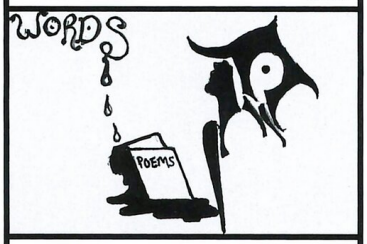
Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B



Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

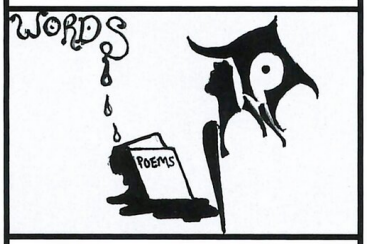
Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B



Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast

Blood Poet 2B

WORDS
POEMS

Creature — Vampire Cleric

Spark *(Activate spark abilities by spending or giving yourself spark counters. Activate only one spark ability per turn, and only as a sorcery.)*

+1: CARDNAME gains lifelink until end of turn.
−3: Target opponent discards a card. You gain life equal to its converted mana cost.

TEST CARD *- Not for constructed play* 3/2

™ & © 2019 Wizards of the Coast