Ravenous Bloodseeker



Creature — Vampire Berserker

Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.

"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard

1/3

175/297 U
SOI • EN James Ryman

™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker



Creature — Vampire Berserker

Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.

"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard

1/3

175/297 U
SOI • EN James Ryman

™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker



Creature — Vampire Berserker

Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.

"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard

1/3

175/297 U
SOI • EN James Ryman

™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker



Creature — Vampire Berserker

Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.

"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard

1/3

175/297 U
SOI • EN James Ryman

™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast

Ravenous Bloodseeker
Creature — Vampire Berserker
Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.
"Nothing will cool the fire in their blood. They are too far gone. We must keep them away from our towns at any cost."
—Cosper Lowe of the Silbern Guard
1/3
175/297 U
SOI • EN James Ryman
™ & © 2016 Wizards of the Coast