Rancor



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

Rancorous Ruth, Malefic Maud, and Irate Ida formed the core of Maud's Muggers, Freeside's most terrifying villains.

U 0205
PIP • EN ✒ Andrea Piparo

©2024 BSW
™ & © 2024 Wizards of the Coast

Rancor

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

Rancorous Ruth, Malefic Maud, and Irate Ida formed the core of Maud's Muggers, Freeside's most terrifying villains.

U 0205
PIP • EN ✒ Andrea Piparo

©2024 BSW
™ & © 2024 Wizards of the Coast

Rancor

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

Rancorous Ruth, Malefic Maud, and Irate Ida formed the core of Maud's Muggers, Freeside's most terrifying villains.

U 0205
PIP • EN ✒ Andrea Piparo

©2024 BSW
™ & © 2024 Wizards of the Coast

Rancor

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

Rancorous Ruth, Malefic Maud, and Irate Ida formed the core of Maud's Muggers, Freeside's most terrifying villains.

U 0205
PIP • EN ✒ Andrea Piparo

©2024 BSW
™ & © 2024 Wizards of the Coast

Rancor

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

Rancorous Ruth, Malefic Maud, and Irate Ida formed the core of Maud's Muggers, Freeside's most terrifying villains.

U 0205
PIP • EN ✒ Andrea Piparo

©2024 BSW
™ & © 2024 Wizards of the Coast

Rancor

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

Rancorous Ruth, Malefic Maud, and Irate Ida formed the core of Maud's Muggers, Freeside's most terrifying villains.

U 0205
PIP • EN ✒ Andrea Piparo

©2024 BSW
™ & © 2024 Wizards of the Coast

Rancor

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

Rancorous Ruth, Malefic Maud, and Irate Ida formed the core of Maud's Muggers, Freeside's most terrifying villains.

U 0205
PIP • EN ✒ Andrea Piparo

©2024 BSW
™ & © 2024 Wizards of the Coast

Rancor

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

Rancorous Ruth, Malefic Maud, and Irate Ida formed the core of Maud's Muggers, Freeside's most terrifying villains.

U 0205
PIP • EN ✒ Andrea Piparo

©2024 BSW
™ & © 2024 Wizards of the Coast

Rancor

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

Rancorous Ruth, Malefic Maud, and Irate Ida formed the core of Maud's Muggers, Freeside's most terrifying villains.

U 0205
PIP • EN ✒ Andrea Piparo

©2024 BSW
™ & © 2024 Wizards of the Coast