Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}



Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306

Sensei Golden-Tail {1}{W}

Legendary Creature — Fox Samurai

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

{1}{W}, {T}: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 44/306