**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