Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words



Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*

Exchange of Words

Enchantment

When Exchange of Words enters the battlefield, choose two target creatures. For as long as Exchange of Words remains on the battlefield, exchange the text boxes of those creatures.

Before criticizing, walk a mile (about 1.6 kilometers) *in their head. That way, when you do, you're a mile away and you have their head.*