## Curse of the Werefox



Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast


## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast

## Curse of the Werefox



Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast


## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast

## Curse of the Werefox



Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast


## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast

## Curse of the Werefox



Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast


## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast



## Curse of the Werefox

Sorcery

Create a Monster Role token attached to target creature you control. When you do, that creature fights up to one target creature you don't control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample. Creatures that fight each deal damage equal to their power to the other.)*

C 0167
WOE • EN
Andrew Mar

™ & © 2023 Wizards of the Coast