Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

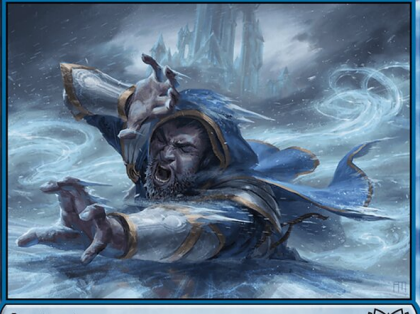
Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

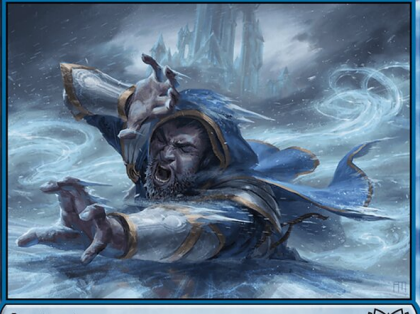
Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

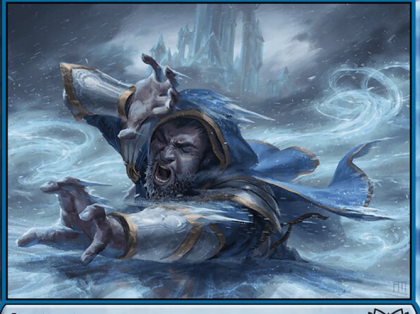
Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

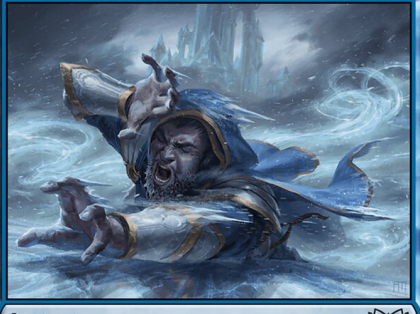
Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold



Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast

Succumb to the Cold

Instant

Tap one or two target creatures an opponent controls. Put a stun counter on each of them. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

"I've never known cold like it. It burned like fire and bit like an adder's fangs. Call me a coward if you wish, but I won't go back there."
—Syr Lydel, knight of Vantress

U 0072
WOE • EN ✒ Andrew Mar

™ & © 2023 Wizards of the Coast