Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang



Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast

Heir of the Ancient Fang

Creature — Snake Samurai

Heir of the Ancient Fang enters the battlefield with a +1/+1 counter on it if you control a modified creature. *(Equipment, Auras you control, and counters are modifications.)*

On the last day of a Jukai agent's training, they are bequeathed a powerful relic blessed by the kami.

2/3

191/302 C
NEO • EN Joseph Weston
™ & © 2022 Wizards of the Coast