Devouring Sugarmaw



Creature — Horror

Have for Dinner {1}{G}
Instant — Adventure

Create a 1/1 white Human creature token and a Food token.

Menace, trample
At the beginning of your upkeep, you may sacrifice an artifact, enchantment, or token. If you don't, tap Devouring Sugarmaw.

6/6

R 0288
WOE • EN Key Walker

™ & © 2023 Wizards of the Coast

Devouring Sugarmaw

Creature — Horror

Have for Dinner {1}{G}
Instant — Adventure

Create a 1/1 white Human creature token and a Food token.

Menace, trample
At the beginning of your upkeep, you may sacrifice an artifact, enchantment, or token. If you don't, tap Devouring Sugarmaw.

6/6

R 0288
WOE • EN Key Walker

™ & © 2023 Wizards of the Coast

Devouring Sugarmaw

Creature — Horror

Have for Dinner {1}{G}
Instant — Adventure

Create a 1/1 white Human creature token and a Food token.

Menace, trample
At the beginning of your upkeep, you may sacrifice an artifact, enchantment, or token. If you don't, tap Devouring Sugarmaw.

6/6

R 0288
WOE • EN Key Walker

™ & © 2023 Wizards of the Coast

Devouring Sugarmaw

Creature — Horror

Have for Dinner {1}{G}
Instant — Adventure

Create a 1/1 white Human creature token and a Food token.

Menace, trample
At the beginning of your upkeep, you may sacrifice an artifact, enchantment, or token. If you don't, tap Devouring Sugarmaw.

6/6

R 0288
WOE • EN Key Walker

™ & © 2023 Wizards of the Coast

Devouring Sugarmaw

Creature — Horror

Have for Dinner {1}{G}
Instant — Adventure

Create a 1/1 white Human creature token and a Food token.

Menace, trample
At the beginning of your upkeep, you may sacrifice an artifact, enchantment, or token. If you don't, tap Devouring Sugarmaw.

6/6

R 0288
WOE • EN Key Walker

™ & © 2023 Wizards of the Coast

Devouring Sugarmaw

Creature — Horror

Have for Dinner {1}{G}
Instant — Adventure

Create a 1/1 white Human creature token and a Food token.

Menace, trample
At the beginning of your upkeep, you may sacrifice an artifact, enchantment, or token. If you don't, tap Devouring Sugarmaw.

6/6

R 0288
WOE • EN Key Walker

™ & © 2023 Wizards of the Coast

Devouring Sugarmaw

Creature — Horror

Have for Dinner {1}{G}
Instant — Adventure

Create a 1/1 white Human creature token and a Food token.

Menace, trample
At the beginning of your upkeep, you may sacrifice an artifact, enchantment, or token. If you don't, tap Devouring Sugarmaw.

6/6

R 0288
WOE • EN Key Walker

™ & © 2023 Wizards of the Coast

Devouring Sugarmaw

Creature — Horror

Have for Dinner {1}{G}
Instant — Adventure

Create a 1/1 white Human creature token and a Food token.

Menace, trample
At the beginning of your upkeep, you may sacrifice an artifact, enchantment, or token. If you don't, tap Devouring Sugarmaw.

6/6

R 0288
WOE • EN Key Walker

™ & © 2023 Wizards of the Coast

Devouring Sugarmaw

Creature — Horror

Have for Dinner {1}{G}
Instant — Adventure

Create a 1/1 white Human creature token and a Food token.

Menace, trample
At the beginning of your upkeep, you may sacrifice an artifact, enchantment, or token. If you don't, tap Devouring Sugarmaw.

6/6

R 0288
WOE • EN Key Walker

™ & © 2023 Wizards of the Coast

Devouring Sugarmaw

Creature — Horror

Have for Dinner {1}{G}
Instant — Adventure

Create a 1/1 white Human creature token and a Food token.

Menace, trample
At the beginning of your upkeep, you may sacrifice an artifact, enchantment, or token. If you don't, tap Devouring Sugarmaw.

6/6

R 0288
WOE • EN Key Walker

™ & © 2023 Wizards of the Coast