

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1

Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")*

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1

Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")*

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1

Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")*

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1

Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")*

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1

Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")*

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1

Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")*

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1

Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")*

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1

Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")*

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1

Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. *(If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has "Whenever this creature attacks, scry 1.")*

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast

Spellbook Vendor

1



Creature — Human Peasant

Vigilance

At the beginning of combat on your turn, you may pay 1. When you do, create a Sorcerer Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has “Whenever this creature attacks, scry 1.”)

2/2

R 0031
WOE•EN SCOTT MURPHY

™ & © 2023 Wizards of the Coast