Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin



Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast

Wanted Griffin

Creature — Griffin

Flying

When Wanted Griffin dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

Many a would-be captor has gotten close enough to count its feathers, only to be left behind with nothing but regret and a dangling rope.

3/2

C 0038
OTJ • EN Alexandre Honoré

™ & © 2024 Wizards of the Coast