Offspring's Revenge



Enchantment

At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.

All they found in the hunter's camp were tiny paw prints and a lot of blood.

198/274 R
IKO • EN ▶ DAARKEN

™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge



Enchantment

At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.

All they found in the hunter's camp were tiny paw prints and a lot of blood.

198/274 R
IKO • EN ▶ DAARKEN

™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge



Enchantment

At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.

All they found in the hunter's camp were tiny paw prints and a lot of blood.

198/274 R
IKO • EN ▶ DAARKEN

™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge



Enchantment

At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.

All they found in the hunter's camp were tiny paw prints and a lot of blood.

198/274 R
IKO • EN ▶ DAARKEN

™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast

Offspring's Revenge
Enchantment
At the beginning of combat on your turn, exile target red, white, or black creature card from your graveyard. Create a token that's a copy of that card, except it's 1/1. It gains haste until your next turn.
All they found in the hunter's camp were tiny paw prints and a lot of blood.
198/274 R
IKO • EN ▶ DAARKEN
™ & © 2020 Wizards of the Coast