Witch-Maw Nephilim



Creature — Nephilim

Whenever you play a spell, you may put two +1/+1 counters on Witch-Maw Nephilim.

Whenever Witch-Maw Nephilim attacks, it gains trample until end of turn if its power is 10 or greater.

When it awoke, it shattered the hillsides to make way for its passage.

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