Synchronized Charge {1}{G}



Sorcery

Distribute two +1/+1 counters among one or two target creatures you control. Creatures you control with counters on them gain vigilance and trample until end of turn.

Harmonize {4}{G} *(You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)*

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