Comforting Counsel {1}{G}



Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}



Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}



Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}



Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast

Comforting Counsel {1}{G}

Enchantment

Whenever you gain life, put a growth counter on this enchantment.

As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

In the grief that followed the Invasion, Willowdusk's office turned into an unofficial hideaway for overwhelmed students.

R 0338
SOS • EN
Chris Rahn

™ & © 2026 Wizards of the Coast