Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2



Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast

Rootborn Defenses 2

Instant

Populate. Creatures you control gain indestructible until end of turn. *(To populate, create a token that's a copy of a creature token you control.)*

"No harm can come to me while the Worldsoul shelters me."

C 0026
RVR • EN
Mark Zug

™ & © 2024 Wizards of the Coast