Charge the Sanctum



Instant

Choose one —
- Creatures you control get +2/+0 until end of turn.
- Target creature gets +2/+0 and gains first strike until end of turn. Put a +1/+1 counter on it.

Deep in their hearts, the team believed what was left of Jace could still be reasoned with.

C 0125 Story Spotlight
FRA • EN ▶ Néstor Ossandón Leal
mtgstory.com
™ & © 2026 Wizards of the Coast

Charge the Sanctum

Instant

Choose one —
- Creatures you control get +2/+0 until end of turn.
- Target creature gets +2/+0 and gains first strike until end of turn. Put a +1/+1 counter on it.

Deep in their hearts, the team believed what was left of Jace could still be reasoned with.

C 0125 Story Spotlight
FRA • EN ▶ Néstor Ossandón Leal
mtgstory.com
™ & © 2026 Wizards of the Coast

Charge the Sanctum

Instant

Choose one —
- Creatures you control get +2/+0 until end of turn.
- Target creature gets +2/+0 and gains first strike until end of turn. Put a +1/+1 counter on it.

Deep in their hearts, the team believed what was left of Jace could still be reasoned with.

C 0125 Story Spotlight
FRA • EN ▶ Néstor Ossandón Leal
mtgstory.com
™ & © 2026 Wizards of the Coast

Charge the Sanctum



Instant

Choose one —
- Creatures you control get +2/+0 until end of turn.
- Target creature gets +2/+0 and gains first strike until end of turn. Put a +1/+1 counter on it.

Deep in their hearts, the team believed what was left of Jace could still be reasoned with.

C 0125 Story Spotlight
FRA • EN ▶ Néstor Ossandón Leal
mtgstory.com
™ & © 2026 Wizards of the Coast