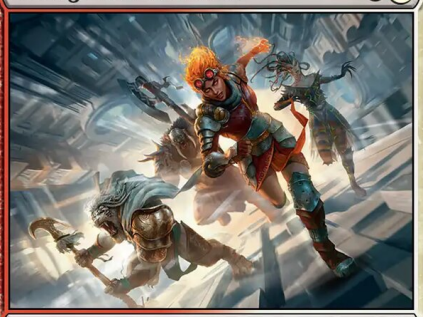
Charge the Sanctum {2}{R}



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.

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