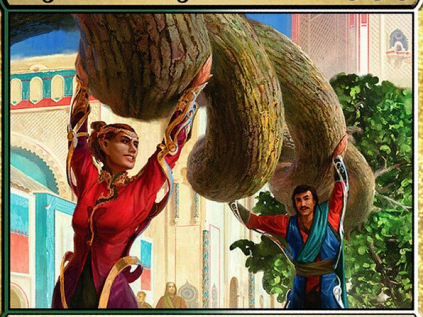
## Engineered Might



Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast


Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

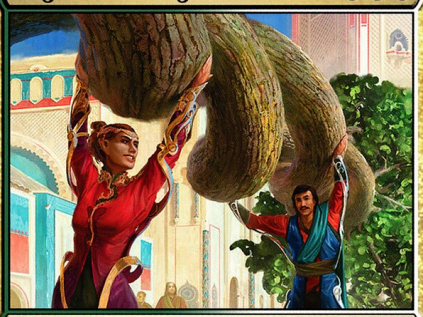
Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast

## Engineered Might



Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast


Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

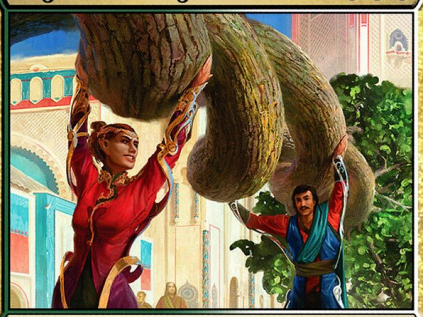
Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast

## Engineered Might



Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast


Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

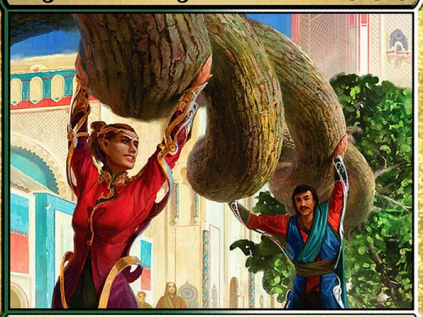
Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast

## Engineered Might



Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast


Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast



Engineered Might

Sorcery

Choose one —
- Target creature gets +5/+5 and gains trample until end of turn.
- Creatures you control get +2/+2 and gain vigilance until end of turn.

181/264 U
KLD • EN
Lake Hurwitz

™ & © 2016 Wizards of the Coast