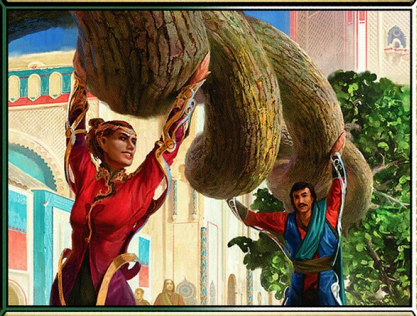
Engineered Might



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.

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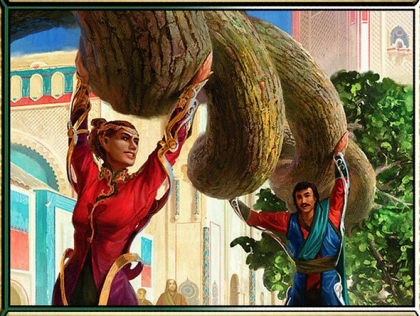

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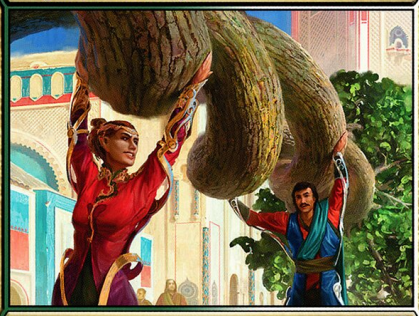

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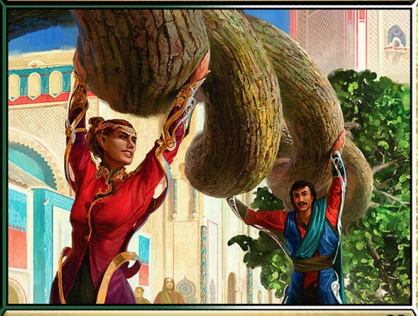

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