Case of the Trampled Garden {2}{G}



When this Case enters the battlefield, distribute two +1/+1 counters among one or two target creatures you control.

To solve — Creatures you control have total power 8 or greater. *(If unsolved, solve at the beginning of your end step.)*

Solved — Whenever you attack, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.

Enchantment — Case

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