Driven {1}{G}



8–9 July 2017

Sorcery

Until end of turn, creatures you control gain trample and "Whenever this creature deals combat damage to a player, draw a card."

Aftermath

Until end of turn, creatures you control gain menace and "Whenever this creature deals combat damage to a player, that player discards a card."

Sorcery



Despair {1}{B}

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