Winter's Chill

{X}{U}



Instant

Cast only during combat before defense is chosen. At end of combat, destroy X target attacking creatures; X cannot be greater than the number of snow-covered lands you control. For each attacking creature, its controller may pay {1} or {2} to prevent it from being destroyed in this way. If that player pays {1}, the creature neither deals nor receives damage in combat. If that player pays {2}, the creature deals and receives damage in combat as normal.

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