
Sunbringer's Touch
2
Sorcery
Bolster X, where X is the number of cards in your hand. Each creature you control with a +1/+1 counter on it gains trample until end of turn. (To bolster X, choose a creature with the least toughness among creatures you control and put X +1/+1 counters on it.)
209/264 R
DTK • EN
Lucas Graciano
™ & © 2015 Wizards of the Coast


Sunbringer's Touch
2
Sorcery
Bolster X, where X is the number of cards in your hand. Each creature you control with a +1/+1 counter on it gains trample until end of turn. (To bolster X, choose a creature with the least toughness among creatures you control and put X +1/+1 counters on it.)
209/264 R
DTK • EN
Lucas Graciano
™ & © 2015 Wizards of the Coast


Sunbringer's Touch
2
Sorcery
Bolster X, where X is the number of cards in your hand. Each creature you control with a +1/+1 counter on it gains trample until end of turn. (To bolster X, choose a creature with the least toughness among creatures you control and put X +1/+1 counters on it.)
209/264 R
DTK • EN
Lucas Graciano
™ & © 2015 Wizards of the Coast


Sunbringer's Touch
2
Sorcery
Bolster X, where X is the number of cards in your hand. Each creature you control with a +1/+1 counter on it gains trample until end of turn. (To bolster X, choose a creature with the least toughness among creatures you control and put X +1/+1 counters on it.)
209/264 R
DTK • EN
Lucas Graciano
™ & © 2015 Wizards of the Coast