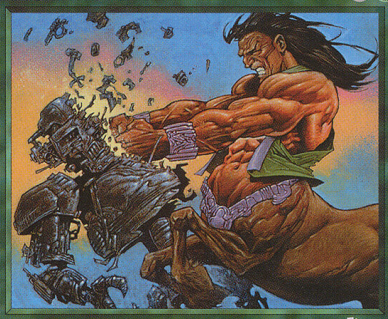
Titania's Boon 3G



Sorcery

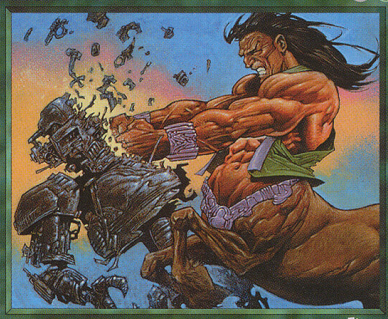
Put a +1/+1 counter on each creature you control.

When the winds rock the trees, listen for voices in the creaking of the trunks. If you hear your name, you are one of the Goddess's chosen.

Illus. Val Mayerik

©1993–1998 Wizards of the Coast, Inc. 276/350

Titania's Boon 3G



Sorcery

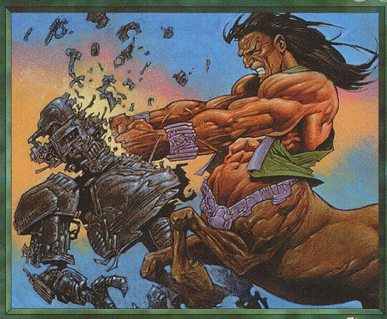
Put a +1/+1 counter on each creature you control.

When the winds rock the trees, listen for voices in the creaking of the trunks. If you hear your name, you are one of the Goddess's chosen.

Illus. Val Mayerik

©1993–1998 Wizards of the Coast, Inc. 276/350

Titania's Boon 3G



Sorcery

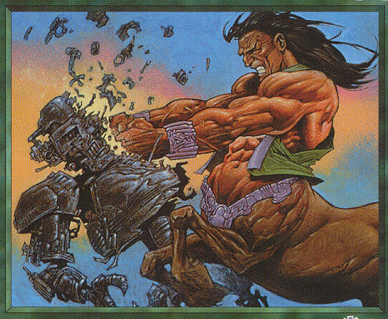
Put a +1/+1 counter on each creature you control.

When the winds rock the trees, listen for voices in the creaking of the trunks. If you hear your name, you are one of the Goddess's chosen.

Illus. Val Mayerik

©1993–1998 Wizards of the Coast, Inc. 276/350

Titania's Boon 3G



Sorcery

Put a +1/+1 counter on each creature you control.

When the winds rock the trees, listen for voices in the creaking of the trunks. If you hear your name, you are one of the Goddess's chosen.

Illus. Val Mayerik

©1993–1998 Wizards of the Coast, Inc. 276/350