Roar of Challenge



Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater. *(Damage and effects that say "destroy" don't destroy it.)*

720 U
J22 • EN Viktor Titov

™ & © 2022 Wizards of the Coast