Unchecked Growth



Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth



Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth



Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth



Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165

Unchecked Growth

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tsutomu Kawade

™ & © 1993-2005 Wizards of the Coast, Inc. 148/165