Unbreakable Formation 2



Instant

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

Illus. Matt Stewart

™ & © 2022 Wizards of the Coast 78

Unbreakable Formation 2

Instant

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

Illus. Matt Stewart

™ & © 2022 Wizards of the Coast 78

Unbreakable Formation 2

Instant

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

Illus. Matt Stewart

™ & © 2022 Wizards of the Coast 78

Unbreakable Formation 2



Instant

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

Illus. Matt Stewart

™ & © 2022 Wizards of the Coast 78

Unbreakable Formation 2

Instant

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

Illus. Matt Stewart

™ & © 2022 Wizards of the Coast 78

Unbreakable Formation 2

Instant

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

Illus. Matt Stewart

™ & © 2022 Wizards of the Coast 78

Unbreakable Formation 2



Instant

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

Illus. Matt Stewart

™ & © 2022 Wizards of the Coast 78

Unbreakable Formation 2

Instant

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

Illus. Matt Stewart

™ & © 2022 Wizards of the Coast 78

Unbreakable Formation 2

Instant

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

Illus. Matt Stewart

™ & © 2022 Wizards of the Coast 78