
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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast


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.
310 R
SLD • EN
Tyler Walpole
™ & © 2021 Wizards of the Coast