Swell of Courage



Instant

Creatures you control get +2/+2 until end of turn.

Reinforce X—(X)(G)(G) *((X)(G)(G), Discard this card: Put X +1/+1 counters on target creature.)*

"Tideshaping is more than creating a few new puddles."

Jim Nelson

™ & © 1993–2008 Wizards of the Coast, Inc. 26/150

Swell of Courage

Instant

Creatures you control get +2/+2 until end of turn.

Reinforce X—(X)(G)(G) *((X)(G)(G), Discard this card: Put X +1/+1 counters on target creature.)*

"Tideshaping is more than creating a few new puddles."

Jim Nelson

™ & © 1993–2008 Wizards of the Coast, Inc. 26/150

Swell of Courage

Instant

Creatures you control get +2/+2 until end of turn.

Reinforce X—(X)(G)(G) *((X)(G)(G), Discard this card: Put X +1/+1 counters on target creature.)*

"Tideshaping is more than creating a few new puddles."

Jim Nelson

™ & © 1993–2008 Wizards of the Coast, Inc. 26/150

Swell of Courage

Instant

Creatures you control get +2/+2 until end of turn.

Reinforce X—(X)(G)(G) *((X)(G)(G), Discard this card: Put X +1/+1 counters on target creature.)*

"Tideshaping is more than creating a few new puddles."

Jim Nelson

™ & © 1993–2008 Wizards of the Coast, Inc. 26/150

Swell of Courage

Instant

Creatures you control get +2/+2 until end of turn.

Reinforce X—(X)(G)(G) *((X)(G)(G), Discard this card: Put X +1/+1 counters on target creature.)*

"Tideshaping is more than creating a few new puddles."

Jim Nelson

™ & © 1993–2008 Wizards of the Coast, Inc. 26/150

Swell of Courage

Instant

Creatures you control get +2/+2 until end of turn.

Reinforce X—(X)(G)(G) *((X)(G)(G), Discard this card: Put X +1/+1 counters on target creature.)*

"Tideshaping is more than creating a few new puddles."

Jim Nelson

™ & © 1993–2008 Wizards of the Coast, Inc. 26/150

Swell of Courage

Instant

Creatures you control get +2/+2 until end of turn.

Reinforce X—(X)(G)(G) *((X)(G)(G), Discard this card: Put X +1/+1 counters on target creature.)*

"Tideshaping is more than creating a few new puddles."

Jim Nelson

™ & © 1993–2008 Wizards of the Coast, Inc. 26/150

Swell of Courage

Instant

Creatures you control get +2/+2 until end of turn.

Reinforce X—(X)(G)(G) *((X)(G)(G), Discard this card: Put X +1/+1 counters on target creature.)*

"Tideshaping is more than creating a few new puddles."

Jim Nelson

™ & © 1993–2008 Wizards of the Coast, Inc. 26/150

Swell of Courage

Instant

Creatures you control get +2/+2 until end of turn.

Reinforce X—(X)(G)(G) *((X)(G)(G), Discard this card: Put X +1/+1 counters on target creature.)*

"Tideshaping is more than creating a few new puddles."

Jim Nelson

™ & © 1993–2008 Wizards of the Coast, Inc. 26/150