Rise and Shine

{1}{B}



Sorcery

Target noncreature artifact you control becomes a 0/0 artifact creature. Put four +1/+1 counters on each artifact that became a creature this way.

Overload {4}{B}{B} *(You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")*

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Franz Vohwinkel

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