Rise and Shine 1U



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 4UU

Franz Vohwinkel

Rise and Shine 1U

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 4UU

Franz Vohwinkel

Rise and Shine 1U

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 4UU

Franz Vohwinkel

Rise and Shine 1U



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 4UU

Franz Vohwinkel

Rise and Shine 1U



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 4UU

Franz Vohwinkel

Rise and Shine 1U



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 4UU

Franz Vohwinkel

Rise and Shine 1U



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 4UU

Franz Vohwinkel

Rise and Shine 1U



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 4UU

Franz Vohwinkel

Rise and Shine 1U



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 4UU

Franz Vohwinkel