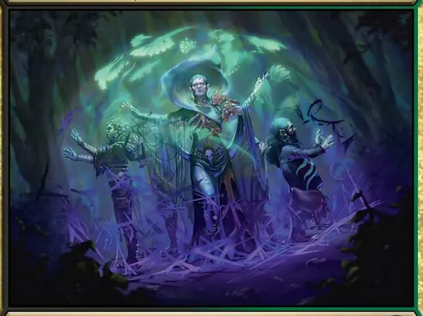
Root Manipulation



Sorcery

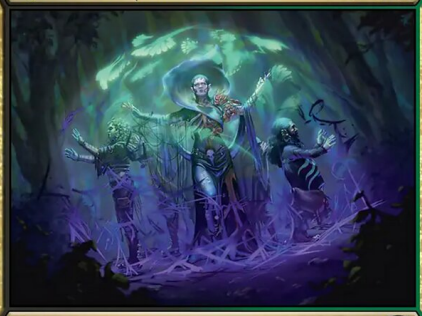
Until end of turn, creatures you control get +2/+2 and gain menace and "Whenever this creature attacks, you gain 1 life." *(A creature with menace can't be blocked except by two or more creatures.)*

"Nature endures and adapts, and so shall we."

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Sorcery

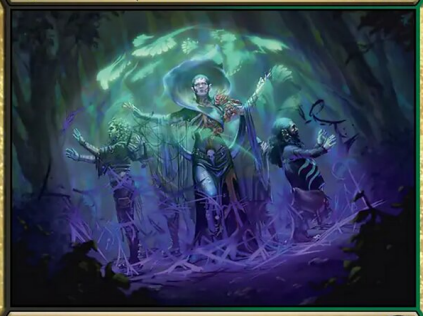
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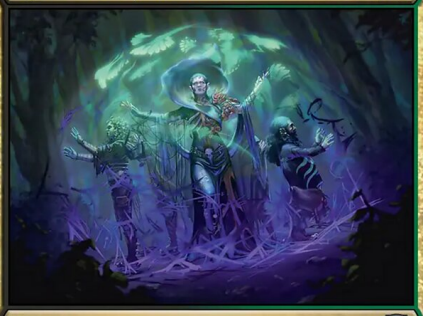
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