Last Night Together



Sorcery

Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.

"The Towers sang, and you cried."
—River Song

R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together



Sorcery

Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.

"The Towers sang, and you cried."
—River Song

R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together



Sorcery

Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.

"The Towers sang, and you cried."
—River Song

R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together



Sorcery

Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.

"The Towers sang, and you cried."
—River Song

R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast

Last Night Together
Sorcery
Choose two target creatures. Untap them. Put two +1/+1 counters on each of them. They gain vigilance, indestructible, and haste until end of turn. After this main phase, there is an additional combat phase. Only the chosen creatures can attack during that combat phase.
"The Towers sang, and you cried."
—River Song
R 0423
WHO • EN Pierre Loyvet
© BBC
™ & © 2023 Wizards of the Coast