Ancestral Anger



Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard. *(A creature with trample can deal excess combat damage to the player or planeswalker it's attacking.)*

Draw a card.

C 0516
J25 • EN
Randy Vargas

™ & © 2024 Wizards of the Coast