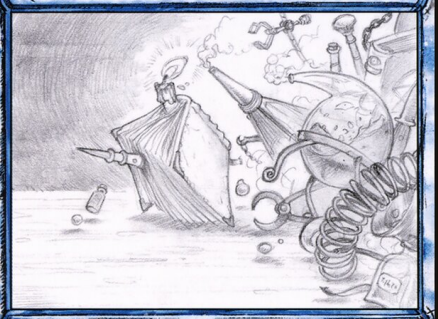
Rise and Shine



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

Mood: "You can't keep us locked away anymore. To battle!"

340 R
MH2 • EN
Franz Vohwinkel

™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

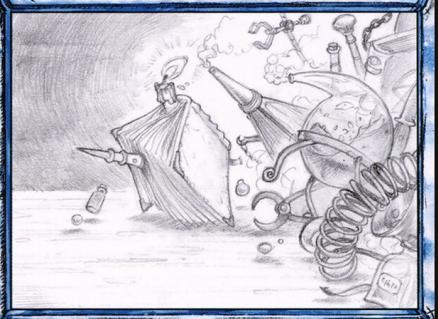
Rise and Shine
Sorcery
Target noncreature artifact you control becomes a 0/0 artifact creature. Put four +1/+1 counters on each artifact that became a creature this way.
Overload 4
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine



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

Mood: "You can't keep us locked away anymore. To battle!"

340 R
MH2 • EN
Franz Vohwinkel

™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

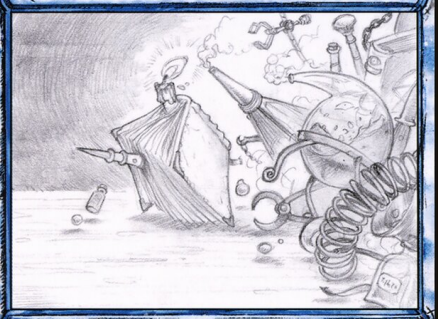
Rise and Shine
Sorcery
Target noncreature artifact you control becomes a 0/0 artifact creature. Put four +1/+1 counters on each artifact that became a creature this way.
Overload 4
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine



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

Mood: "You can't keep us locked away anymore. To battle!"

340 R
MH2 • EN
Franz Vohwinkel

™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

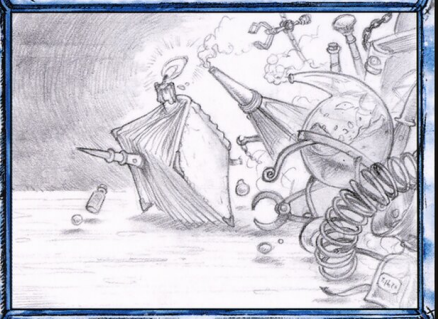
Rise and Shine
Sorcery
Target noncreature artifact you control becomes a 0/0 artifact creature. Put four +1/+1 counters on each artifact that became a creature this way.
Overload 4
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine



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

Mood: "You can't keep us locked away anymore. To battle!"

340 R
MH2 • EN
Franz Vohwinkel

™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast

Rise and Shine
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
Mood: "You can't keep us locked away anymore. To battle!"
340 R
MH2 • EN
Franz Vohwinkel
™ & © 2021 Wizards of the Coast