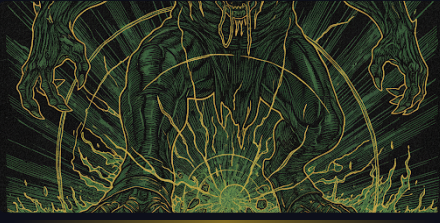


Trample

1

Spell



Until the end of the turn, all your creatures (M, L, H) ignore enemy units of their size or smaller during movement (they can pass through them). Deal 2 damage to each enemy unit passed through this way