Spellgorger Weird {2}{R}



Creature — Weird

Whenever you cast a noncreature spell, put a +1/+1 counter on Spellgorger Weird.

Freed from their respective labs, the two weirds formed a partnership, feeding on the arcane energies of war.

2/2

605 C
J22 • EN James Paick

™ & © 2022 Wizards of the Coast