Just a Li'l Guy



Instant R

Target creature gains hexproof and indestructible until end of turn. That creature is 1/1 until end of turn and can't be anything other than 1/1 until end of turn. *(No matter what happens to it, it'll still be 1/1.)*

CONFIDENTIAL 1/29/2025 UNK RG11

Just a Li'l Guy

Instant R

Target creature gains hexproof and indestructible until end of turn. That creature is 1/1 until end of turn and can't be anything other than 1/1 until end of turn. *(No matter what happens to it, it'll still be 1/1.)*

CONFIDENTIAL 1/29/2025 UNK RG11

Just a Li'l Guy

Instant R

Target creature gains hexproof and indestructible until end of turn. That creature is 1/1 until end of turn and can't be anything other than 1/1 until end of turn. *(No matter what happens to it, it'll still be 1/1.)*

CONFIDENTIAL 1/29/2025 UNK RG11

Just a Li'l Guy

Instant R

Target creature gains hexproof and indestructible until end of turn. That creature is 1/1 until end of turn and can't be anything other than 1/1 until end of turn. *(No matter what happens to it, it'll still be 1/1.)*

CONFIDENTIAL 1/29/2025 UNK RG11

Just a Li'l Guy

Instant R

Target creature gains hexproof and indestructible until end of turn. That creature is 1/1 until end of turn and can't be anything other than 1/1 until end of turn. *(No matter what happens to it, it'll still be 1/1.)*

CONFIDENTIAL 1/29/2025 UNK RG11

Just a Li'l Guy

Instant R

Target creature gains hexproof and indestructible until end of turn. That creature is 1/1 until end of turn and can't be anything other than 1/1 until end of turn. *(No matter what happens to it, it'll still be 1/1.)*

CONFIDENTIAL 1/29/2025 UNK RG11

Just a Li'l Guy

Instant R

Target creature gains hexproof and indestructible until end of turn. That creature is 1/1 until end of turn and can't be anything other than 1/1 until end of turn. *(No matter what happens to it, it'll still be 1/1.)*

CONFIDENTIAL 1/29/2025 UNK RG11

Just a Li'l Guy

Instant R

Target creature gains hexproof and indestructible until end of turn. That creature is 1/1 until end of turn and can't be anything other than 1/1 until end of turn. *(No matter what happens to it, it'll still be 1/1.)*

CONFIDENTIAL 1/29/2025 UNK RG11

Just a Li'l Guy

Instant R

Target creature gains hexproof and indestructible until end of turn. That creature is 1/1 until end of turn and can't be anything other than 1/1 until end of turn. *(No matter what happens to it, it'll still be 1/1.)*

CONFIDENTIAL 1/29/2025 UNK RG11