Big Play



Instant

Target creature gets +2/+2 and gains reach until end of turn. Put a +1/+1 counter on it.

"Quandrix is running out of time. If they're going to capture the Witherbloom mascot, they need something big here."
—Cremik, Mage Tower commentator

122/275 C
STX • EN ✒ Nicholas Gregory
™ & © 2021 Wizards of the Coast

Big Play
Instant
Target creature gets +2/+2 and gains reach until end of turn. Put a +1/+1 counter on it.
"Quandrix is running out of time. If they're going to capture the Witherbloom mascot, they need something big here."
—Cremik, Mage Tower commentator
122/275 C
STX • EN ✒ Nicholas Gregory
™ & © 2021 Wizards of the Coast

Big Play
Instant
Target creature gets +2/+2 and gains reach until end of turn. Put a +1/+1 counter on it.
"Quandrix is running out of time. If they're going to capture the Witherbloom mascot, they need something big here."
—Cremik, Mage Tower commentator
122/275 C
STX • EN ✒ Nicholas Gregory
™ & © 2021 Wizards of the Coast

Big Play
Instant
Target creature gets +2/+2 and gains reach until end of turn. Put a +1/+1 counter on it.
"Quandrix is running out of time. If they're going to capture the Witherbloom mascot, they need something big here."
—Cremik, Mage Tower commentator
122/275 C
STX • EN ✒ Nicholas Gregory
™ & © 2021 Wizards of the Coast

Big Play
Instant
Target creature gets +2/+2 and gains reach until end of turn. Put a +1/+1 counter on it.
"Quandrix is running out of time. If they're going to capture the Witherbloom mascot, they need something big here."
—Cremik, Mage Tower commentator
122/275 C
STX • EN ✒ Nicholas Gregory
™ & © 2021 Wizards of the Coast

Big Play
Instant
Target creature gets +2/+2 and gains reach until end of turn. Put a +1/+1 counter on it.
"Quandrix is running out of time. If they're going to capture the Witherbloom mascot, they need something big here."
—Cremik, Mage Tower commentator
122/275 C
STX • EN ✒ Nicholas Gregory
™ & © 2021 Wizards of the Coast

Big Play
Instant
Target creature gets +2/+2 and gains reach until end of turn. Put a +1/+1 counter on it.
"Quandrix is running out of time. If they're going to capture the Witherbloom mascot, they need something big here."
—Cremik, Mage Tower commentator
122/275 C
STX • EN ✒ Nicholas Gregory
™ & © 2021 Wizards of the Coast

Big Play
Instant
Target creature gets +2/+2 and gains reach until end of turn. Put a +1/+1 counter on it.
"Quandrix is running out of time. If they're going to capture the Witherbloom mascot, they need something big here."
—Cremik, Mage Tower commentator
122/275 C
STX • EN ✒ Nicholas Gregory
™ & © 2021 Wizards of the Coast

Big Play
Instant
Target creature gets +2/+2 and gains reach until end of turn. Put a +1/+1 counter on it.
"Quandrix is running out of time. If they're going to capture the Witherbloom mascot, they need something big here."
—Cremik, Mage Tower commentator
122/275 C
STX • EN ✒ Nicholas Gregory
™ & © 2021 Wizards of the Coast