Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast

Shore Up

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. *(It can't be the target of spells or abilities your opponents control.)*

Homarid shells are adapted to the crushing pressure of the deepest depths; on land, their sturdiness seems supernatural.

064/281 C
DMU • EN ✒ Mark Behm
™ & © 2022 Wizards of the Coast