Silkguard

{X}{G}



Instant

Put a +1/+1 counter on each of up to X target creatures you control.

Auras, Equipment, and modified creatures you control gain hexproof until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

029/038 R
NEC • EN Dan Scott

™ & © 2022 Wizards of the Coast