Tandem Tactics 1



Instant

Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

In times of infestation and war, Zendikar favors the blades that strike in unison.

135 C
JMP • EN
David Gaillet

™ & © 2020 Wizards of the Coast

Tandem Tactics 1

Instant

Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

In times of infestation and war, Zendikar favors the blades that strike in unison.

135 C
JMP • EN
David Gaillet

™ & © 2020 Wizards of the Coast

Tandem Tactics 1

Instant

Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

In times of infestation and war, Zendikar favors the blades that strike in unison.

135 C
JMP • EN
David Gaillet

™ & © 2020 Wizards of the Coast

Tandem Tactics 1

Instant

Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

In times of infestation and war, Zendikar favors the blades that strike in unison.

135 C
JMP • EN
David Gaillet

™ & © 2020 Wizards of the Coast

Tandem Tactics 1

Instant

Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

In times of infestation and war, Zendikar favors the blades that strike in unison.

135 C
JMP • EN
David Gaillet

™ & © 2020 Wizards of the Coast

Tandem Tactics 1

Instant

Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

In times of infestation and war, Zendikar favors the blades that strike in unison.

135 C
JMP • EN
David Gaillet

™ & © 2020 Wizards of the Coast

Tandem Tactics 1

Instant

Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

In times of infestation and war, Zendikar favors the blades that strike in unison.

135 C
JMP • EN
David Gaillet

™ & © 2020 Wizards of the Coast

Tandem Tactics 1

Instant

Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

In times of infestation and war, Zendikar favors the blades that strike in unison.

135 C
JMP • EN
David Gaillet

™ & © 2020 Wizards of the Coast

Tandem Tactics 1

Instant

Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

In times of infestation and war, Zendikar favors the blades that strike in unison.

135 C
JMP • EN
David Gaillet

™ & © 2020 Wizards of the Coast