Vines of the Recluse



Instant

Target creature gets +1/+2 and gains reach until end of turn. Untap it. *(A creature with reach can block creatures with flying.)*

"The most elegant solutions are found in nature. You just have to know where to look."

146/184 C
OGW • EN Dan Scott
™ & © 2016 Wizards of the Coast

Vines of the Recluse



Instant

Target creature gets +1/+2 and gains reach until end of turn. Untap it. *(A creature with reach can block creatures with flying.)*

"The most elegant solutions are found in nature. You just have to know where to look."

146/184 C
OGW • EN Dan Scott
™ & © 2016 Wizards of the Coast

Vines of the Recluse

Instant

Target creature gets +1/+2 and gains reach until end of turn. Untap it. *(A creature with reach can block creatures with flying.)*

"The most elegant solutions are found in nature. You just have to know where to look."

146/184 C
OGW • EN Dan Scott
™ & © 2016 Wizards of the Coast

Vines of the Recluse

Instant

Target creature gets +1/+2 and gains reach until end of turn. Untap it. *(A creature with reach can block creatures with flying.)*

"The most elegant solutions are found in nature. You just have to know where to look."

146/184 C
OGW • EN Dan Scott
™ & © 2016 Wizards of the Coast

Vines of the Recluse

Instant

Target creature gets +1/+2 and gains reach until end of turn. Untap it. *(A creature with reach can block creatures with flying.)*

"The most elegant solutions are found in nature. You just have to know where to look."

146/184 C
OGW • EN Dan Scott
™ & © 2016 Wizards of the Coast