Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Ultimate Magic: Holy 2✳



Instant

Permanents you control gain indestructible until end of turn. If this spell was cast from exile, prevent all damage that would be dealt to you this turn.

Foretell 2✳

R 0110 FFVII
FIC • EN Ashley Mackenzie

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast