
Ultimate Magic: Holy
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
R 0110 FFVII
FIC • EN Ashley Mackenzie
FFD SQUARE ENIX
™ & © 2025 Wizards of the Coast


Ultimate Magic: Holy
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
R 0110 FFVII
FIC • EN Ashley Mackenzie
FFD SQUARE ENIX
™ & © 2025 Wizards of the Coast


Ultimate Magic: Holy
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
R 0110 FFVII
FIC • EN Ashley Mackenzie
FFD SQUARE ENIX
™ & © 2025 Wizards of the Coast


Ultimate Magic: Holy
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
R 0110 FFVII
FIC • EN Ashley Mackenzie
FFD SQUARE ENIX
™ & © 2025 Wizards of the Coast