

Angelic Blessing

2*



Sorcery

X

Target creature gets +3/+3 and gains flying until end of turn. *(It can't be blocked except by creatures with flying or reach.)*

Only the warrior who can admit mortal weakness will be bolstered by immortal strength.

— Mark Zug

TM & © 1993–2007 Wizards of the Coast, Inc. 3/383

Angelic Blessing

2*



Sorcery

X

Target creature gets +3/+3 and gains flying until end of turn. *(It can't be blocked except by creatures with flying or reach.)*

Only the warrior who can admit mortal weakness will be bolstered by immortal strength.

— Mark Zug

TM & © 1993–2007 Wizards of the Coast, Inc. 3/383

Angelic Blessing

2*



Sorcery

X

Target creature gets +3/+3 and gains flying until end of turn. *(It can't be blocked except by creatures with flying or reach.)*

Only the warrior who can admit mortal weakness will be bolstered by immortal strength.

— Mark Zug

TM & © 1993–2007 Wizards of the Coast, Inc. 3/383

Angelic Blessing

2*



Sorcery

X

Target creature gets +3/+3 and gains flying until end of turn. *(It can't be blocked except by creatures with flying or reach.)*

Only the warrior who can admit mortal weakness will be bolstered by immortal strength.

— Mark Zug

TM & © 1993–2007 Wizards of the Coast, Inc. 3/383