Linvala, Shield of Sea Gate



Legendary Creature — Angel Wizard

Flying

At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.

Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.

3/3

226/280 R
ZNR • EN
Wayne Reynolds

™ & © 2020 Wizards of the Coast

Linvala, Shield of Sea Gate
Legendary Creature — Angel Wizard
Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.
Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.
3/3
226/280 R
ZNR • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Linvala, Shield of Sea Gate
Legendary Creature — Angel Wizard
Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.
Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.
3/3
226/280 R
ZNR • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Linvala, Shield of Sea Gate
Legendary Creature — Angel Wizard
Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.
Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.
3/3
226/280 R
ZNR • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Linvala, Shield of Sea Gate
Legendary Creature — Angel Wizard
Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.
Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.
3/3
226/280 R
ZNR • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Linvala, Shield of Sea Gate
Legendary Creature — Angel Wizard
Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.
Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.
3/3
226/280 R
ZNR • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Linvala, Shield of Sea Gate
Legendary Creature — Angel Wizard
Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.
Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.
3/3
226/280 R
ZNR • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Linvala, Shield of Sea Gate
Legendary Creature — Angel Wizard
Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.
Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.
3/3
226/280 R
ZNR • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Linvala, Shield of Sea Gate
Legendary Creature — Angel Wizard
Flying
At the beginning of combat on your turn, if you have a full party, choose target nonland permanent an opponent controls. Until your next turn, it can't attack or block, and its activated abilities can't be activated.
Sacrifice Linvala: Choose hexproof or indestructible. Creatures you control gain that ability until end of turn.
3/3
226/280 R
ZNR • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast