Barkshell Blessing



Instant

Target creature gets +2/+2 until end of turn.

Conspire *(As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)*

—Steven Belledin

™ & © 1993-2008 Wizards of the Coast, Inc. 224/301

Barkshell Blessing

Instant

Target creature gets +2/+2 until end of turn.

Conspire *(As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)*

—Steven Belledin

™ & © 1993-2008 Wizards of the Coast, Inc. 224/301

Barkshell Blessing

Instant

Target creature gets +2/+2 until end of turn.

Conspire *(As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)*

—Steven Belledin

™ & © 1993-2008 Wizards of the Coast, Inc. 224/301

Barkshell Blessing

Instant

Target creature gets +2/+2 until end of turn.

Conspire *(As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)*

—Steven Belledin

™ & © 1993-2008 Wizards of the Coast, Inc. 224/301

Barkshell Blessing



Instant

Target creature gets +2/+2 until end of turn.

Conspire *(As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)*

—Steven Belledin

™ & © 1993-2008 Wizards of the Coast, Inc. 224/301