

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249

Divine Favor

1*



Enchantment — Aura

MY2

Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

With an armory of light, even the squire may champion her people.

— Allen Williams

™ & © 1993–2011 Wizards of the Coast LLC 14/249