Blossoming Defense



Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

To survive Shadowmoor's wilds, safewrights must carry an unassailable seed of beauty within their heart.

U 0167
ECL • EN Eelis Kyttanen

™ & © 2026 Wizards of the Coast

Blossoming Defense

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

To survive Shadowmoor's wilds, safewrights must carry an unassailable seed of beauty within their heart.

U 0167
ECL • EN Eelis Kyttanen

™ & © 2026 Wizards of the Coast

Blossoming Defense

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

To survive Shadowmoor's wilds, safewrights must carry an unassailable seed of beauty within their heart.

U 0167
ECL • EN Eelis Kyttanen

™ & © 2026 Wizards of the Coast

Blossoming Defense

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

To survive Shadowmoor's wilds, safewrights must carry an unassailable seed of beauty within their heart.

U 0167
ECL • EN Eelis Kyttanen

™ & © 2026 Wizards of the Coast

Blossoming Defense

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

To survive Shadowmoor's wilds, safewrights must carry an unassailable seed of beauty within their heart.

U 0167
ECL • EN Eelis Kyttanen

™ & © 2026 Wizards of the Coast