Shield of the Oversoul

2 G/W



Enchantment — Aura

Enchant creature

As long as enchanted creature is green, it gets +1/+1 and is indestructible. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

As long as enchanted creature is white, it gets +1/+1 and has flying.

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