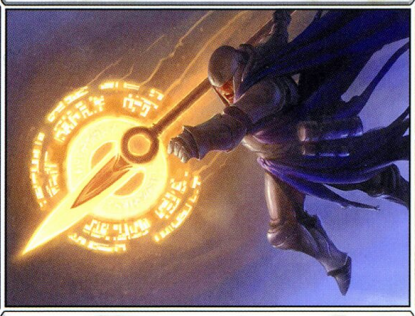
Arrester's Zeal



Instant

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

Addendum — If you cast this spell during your main phase, that creature gains flying until end of turn.

Law is the light of civilization.

004/259 C
RNA • EN Izzy

™ & © 2019 Wizards of the Coast

Arrester's Zeal

Instant

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

Addendum — If you cast this spell during your main phase, that creature gains flying until end of turn.

Law is the light of civilization.

004/259 C
RNA • EN Izzy

™ & © 2019 Wizards of the Coast

Arrester's Zeal

Instant

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

Addendum — If you cast this spell during your main phase, that creature gains flying until end of turn.

Law is the light of civilization.

004/259 C
RNA • EN Izzy

™ & © 2019 Wizards of the Coast

Arrester's Zeal

Instant

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

Addendum — If you cast this spell during your main phase, that creature gains flying until end of turn.

Law is the light of civilization.

004/259 C
RNA • EN Izzy

™ & © 2019 Wizards of the Coast