Karametra's Blessing



Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. *(It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)*

026/254 C
THB • EN
Wisnu Tan

™ & © 2020 Wizards of the Coast

Karametra's Blessing

Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. *(It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)*

026/254 C
THB • EN
Wisnu Tan

™ & © 2020 Wizards of the Coast

Karametra's Blessing

Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. *(It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)*

026/254 C
THB • EN
Wisnu Tan

™ & © 2020 Wizards of the Coast

Karametra's Blessing

Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. *(It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)*

026/254 C
THB • EN
Wisnu Tan

™ & © 2020 Wizards of the Coast

Karametra's Blessing

Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. *(It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)*

026/254 C
THB • EN
Wisnu Tan

™ & © 2020 Wizards of the Coast

Karametra's Blessing

Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. *(It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)*

026/254 C
THB • EN
Wisnu Tan

™ & © 2020 Wizards of the Coast

Karametra's Blessing

Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. *(It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)*

026/254 C
THB • EN
Wisnu Tan

™ & © 2020 Wizards of the Coast

Karametra's Blessing

Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. *(It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)*

026/254 C
THB • EN
Wisnu Tan

™ & © 2020 Wizards of the Coast

Karametra's Blessing

Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. *(It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)*

026/254 C
THB • EN
Wisnu Tan

™ & © 2020 Wizards of the Coast