Bleeding Effect



Enchantment

At the beginning of combat on your turn, creatures you control gain flying until end of turn if a creature card in your graveyard has flying. The same is true for first strike, double strike, deathtouch, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

"What is a man but the sum of his memories? We are the stories we live! The tales we tell ourselves!"
—Clay Kaczmarek

U 0232
ACR ★ EN
Illus. Néstor Ossandón Leal

© Ubisoft
™ & © 2024 Wizards of the Coast