# Voice of the Blessed



**Creature — Spirit Cleric**

Whenever you gain life, put a +1/+1 counter on Voice of the Blessed.

As long as Voice of the Blessed has four or more +1/+1 counters on it, it has flying and vigilance.

As long as Voice of the Blessed has ten or more +1/+1 counters on it, it has indestructible.

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