Sheltering Light



Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light



Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light



Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light



Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast

Sheltering Light

Instant

Target creature gains indestructible until end of turn. Scry 1. *(Damage and effects that say "destroy" don't destroy the creature.)*

Those who wield the power of the sun protect the Empire from darkness.

035/279 U
XLN • EN ✒ Gabor Szikszai
™ & © 2017 Wizards of the Coast