

Botanic Block

Event

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Target *creature* is *peaceful* and can not *attack* this turn. Draw a card.

"Did you hear something?"



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Centaur's Bow

Enchantment

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Enchanted **creature** gets +2/+0 and gains **ranged**.

(Creatures with **ranged** can defend against creatures with **flying**.)



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Centaur's Staff

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Enchant target **creature** you control.

When the enchanted creature dies, return it to your **hand** instead of your **graveyard** and put **me** on the bottom of your **deck**.



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Elvish Cloak *Enchantment*

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Only *Elf* or *Gaian* creatures can defend against enchanted *creature*.

"Now you see me, now you don't."



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Elvish Enchantress

Elf

If you play an *enchantment* card *I* gain a *loyalty* mark. Without *loyalty* marks *I* die.

Remove a *loyalty* mark to search your deck for an *enchantment* card and put it in your *hand*. Shuffle your deck.

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An illustration of an Elvish Shaman, a young woman with long, braided blonde hair and pointed ears. She wears a green hooded tunic with gold patterns and a brown vest with red laces. She holds a gnarled wooden staff in her left hand and gestures with her right hand. A glowing green vine with leaves and berries floats around her head. The card has a gold border and a dark brown background.

2

Elvish Shaman

Elf

When you play an *enchantment* card, all players—including you—can only draw one card during their next *draw phase*.

"You'll go back to basics and I'll go back to..."

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An illustration of an Elvish Shaman, a young woman with long, braided blonde hair and pointed ears. She wears a green hooded tunic with gold patterns and a brown vest with red laces. She holds a gnarled wooden staff in her left hand and gestures with her right hand. A glowing green vine with leaves and berries floats near her head. The card has a dark brown background with a gold border. A gold speech bubble in the top right corner contains the number 2. The card title 'Elvish Shaman' and the race 'Elf' are in the bottom right. The card's cost is 0 and its power is 2, shown in gold circles at the bottom right. The card's text is in a serif font, with key terms in italics and bold. The card's background features a faint, repeating pattern of a tree and a figure. The card's border is a simple gold line. The card's overall design is clean and professional, typical of a high-quality board game card.

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Elvish Sorceress

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When you play an *enchantment* card, target *unmarked* creature has *sanctuary* until it is *marked*.

(Creatures with *sanctuary* can't be the target of spells or abilities from opponents.)

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S



Enchanted Forest

City

Level 2: You may play an *enchantment* as if it were an *X/X creature*, where *X* is the casting cost. That creature has *homesick*.

*(At the start of its controller turn, if a creature with **homesick** is not in a city of the same faction, it loses one loyalty mark; otherwise, it gains one. It cannot gain more than its original number and it dies when it has none left.)*

8

S



Flying Fortress

City

Level 2: Creatures without *flying* cannot attack unless their controller pays two *resources* for each attacking creature.

Level 4: Opponents' *creatures* cannot become my residents (even when they have *infiltrate*.)

9

2



Kalenz
Elf

When *I* die, return target *enchantment* from your *graveyard* to your *hand*.

Discard an *enchantment* card from your hand: *I* get +1/+1 until end of turn.

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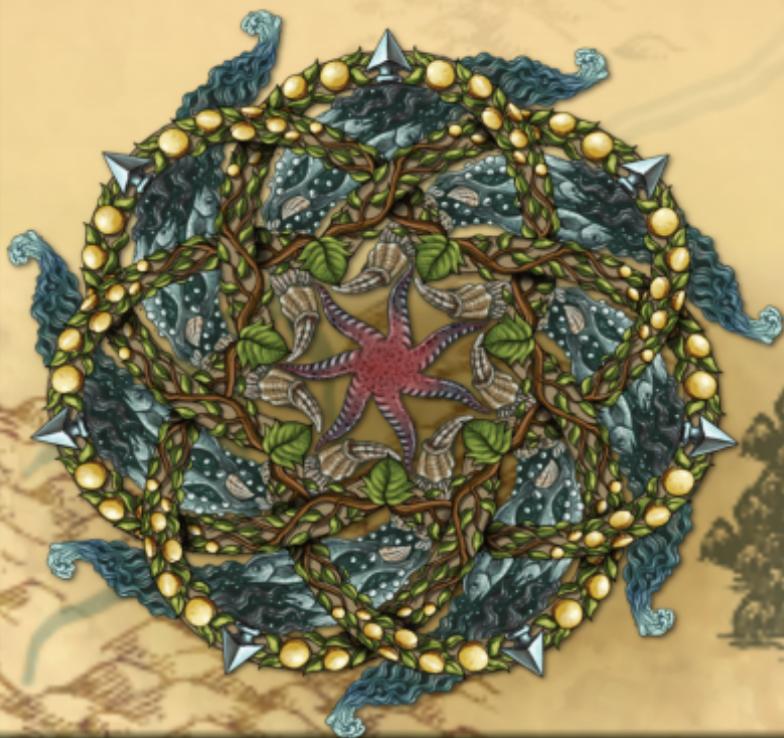
1

Recycling Resources

Magic

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Reveal the front side of all your resources and swap *me* for an *enchantment* or *event* card.

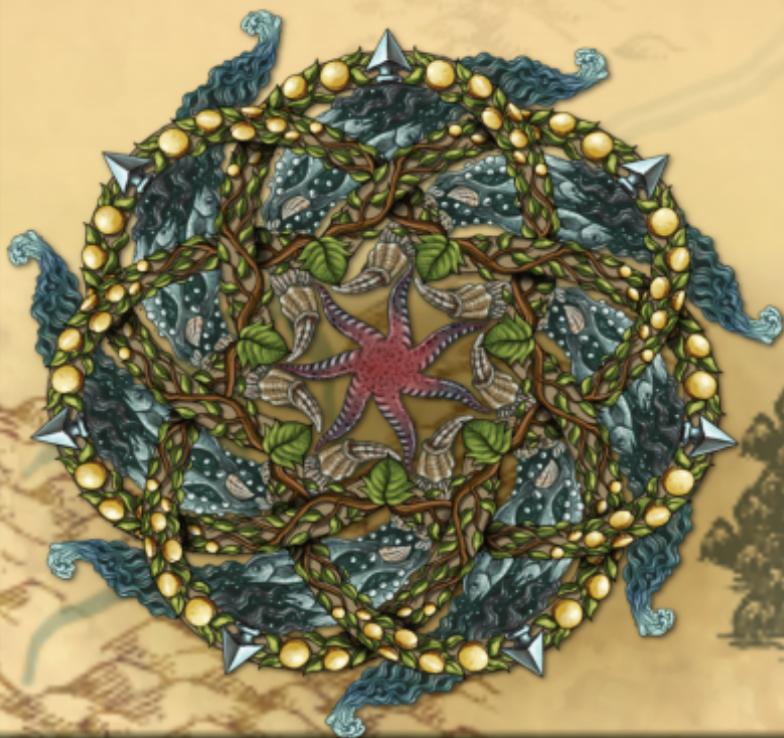


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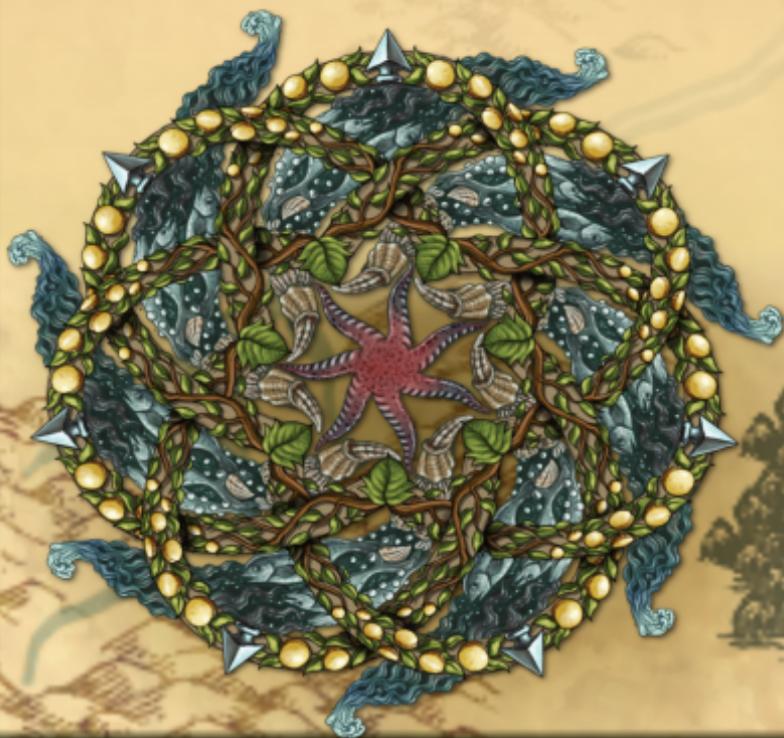


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Rope Trap Enchantment

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Enchanted *creature* loses all its abilities and cannot be *marked* for *moving* or *attacking*.



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Satyr's Tune

Enchantment

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Enchanted *creature* gets +2/+2 and gains *peaceful*.

(Creatures with *peaceful* cannot attack.)



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Scent of Home

Enchantment

1

Enchanted *creature* gets *homesick*.

(At the start of its controller turn, if a creature with *homesick* is not in a city of the same faction, it loses one loyalty mark; otherwise, it gains one. It cannot gain more than its original number and it dies when it has none left.)



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Serenity

Event

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The **attack** and **defense** strength of each **creature** in play is reduced to +0/+2 and each creature loses all **abilities** until end of turn.



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S



Swanport City

Level 0: Unless you reach *level 4*, if you play an *enchantment* card each player may draw a card at the start of your *play phase*.

Level 4: When *you* successfully play an *enchantment* card, you may draw a card.

9

Wild Trample *Enchantment*

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Enchanted **creature** gets +1/+1 for each **enchantment** attached to it.

"Look out, here we come!"



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ARCENAGE

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