

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

Enchantment

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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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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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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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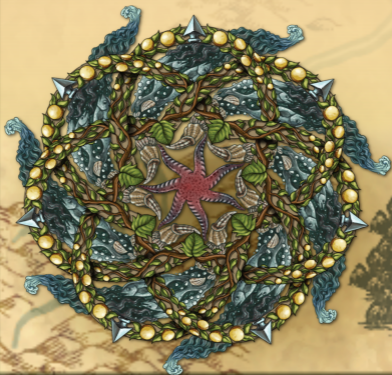
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Recycling Resources

Magic

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

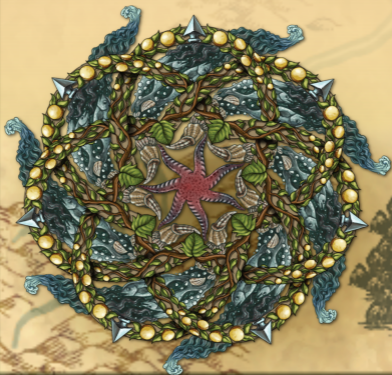


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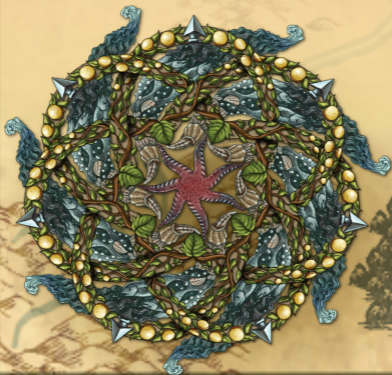


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Rope Trap

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

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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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"Look out, here we come!"



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ArceAge

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