Face of Divinity 2W



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
As long as another Aura is attached to enchanted creature, it has first strike and lifelink.

Pure souls shine bright as daybreak.

103 U
JMP • EN Martina Pilcerova

™ & © 2020 Wizards of the Coast

Face of Divinity 2W

Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
As long as another Aura is attached to enchanted creature, it has first strike and lifelink.

Pure souls shine bright as daybreak.

103 U
JMP • EN Martina Pilcerova

™ & © 2020 Wizards of the Coast

Face of Divinity 2W

Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
As long as another Aura is attached to enchanted creature, it has first strike and lifelink.

Pure souls shine bright as daybreak.

103 U
JMP • EN Martina Pilcerova

™ & © 2020 Wizards of the Coast

Face of Divinity 2W

Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
As long as another Aura is attached to enchanted creature, it has first strike and lifelink.

Pure souls shine bright as daybreak.

103 U
JMP • EN Martina Pilcerova

™ & © 2020 Wizards of the Coast

Face of Divinity 2W

Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
As long as another Aura is attached to enchanted creature, it has first strike and lifelink.

Pure souls shine bright as daybreak.

103 U
JMP • EN Martina Pilcerova

™ & © 2020 Wizards of the Coast

Face of Divinity 2W

Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
As long as another Aura is attached to enchanted creature, it has first strike and lifelink.

Pure souls shine bright as daybreak.

103 U
JMP • EN Martina Pilcerova

™ & © 2020 Wizards of the Coast

Face of Divinity 2W

Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
As long as another Aura is attached to enchanted creature, it has first strike and lifelink.

Pure souls shine bright as daybreak.

103 U
JMP • EN Martina Pilcerova

™ & © 2020 Wizards of the Coast

Face of Divinity 2W

Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
As long as another Aura is attached to enchanted creature, it has first strike and lifelink.

Pure souls shine bright as daybreak.

103 U
JMP • EN Martina Pilcerova

™ & © 2020 Wizards of the Coast

Face of Divinity 2W

Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
As long as another Aura is attached to enchanted creature, it has first strike and lifelink.

Pure souls shine bright as daybreak.

103 U
JMP • EN Martina Pilcerova

™ & © 2020 Wizards of the Coast