

Grasp of the Hieromancer

1



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 and has "Whenever this creature attacks, tap target creature defending player controls."

"There is power in abandon, but far more in control."

—Warden Hixus, to Kyttheon

015/272 C
ORI • EN IGOR KIERYUK

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Glaring Aegis

1



Enchantment — Aura

M20

Enchant creature

When Glaring Aegis enters the battlefield, tap target creature an opponent controls.

Enchanted creature gets +1/+3.

018/280 C
M20 • EN ANTHONY PALUMBO

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Daybreak Coronet



Enchantment — Aura

Enchant creature with another Aura attached to it

Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Whenever it deals damage, its controller gains that much life.)

Scott Hampton

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Mageta's Boon

1



Enchant Creature

You may play Mageta's Boon any time you could play an instant.

Enchanted creature gets +1/+2.

When the Lion roars, his cubs grow stronger.

—Kipamu saying

Illus. Bradley Williams

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Jeweled Amulet

0



Artifact

1, ☞: Put a charge counter on Jeweled Amulet. Note what type of mana was used to pay this activation cost. Use this ability only if there are no charge counters on Jeweled Amulet.

☞: Remove the charge counter from Jeweled Amulet to add one mana of the type last used to put a charge counter on Jeweled Amulet to your mana pool. Play this ability as an interrupt.

Illus. Dan Frazier

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Sentinel's Eyes

1



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 and has vigilance.

Escape—*, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

036/254 C
THB • EN WISNU TAN

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Spirit Loop

1



Enchantment — Aura

Enchant creature you control

Whenever enchanted creature deals damage, you gain that much life.

When Spirit Loop is put into a graveyard from play, return Spirit Loop to its owner's hand.

Wayne Reynolds

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Mantle of Leadership

1



Enchantment — Aura

Flash (You may play this spell any time you could play an instant.)

Enchant creature

Whenever a creature comes into play, enchanted creature gets +2/+2 until end of turn.

Thomas M. Baxa

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Devoted Caretaker

1



Creature — Cleric

*, ☞: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn.

Her eyes blaze with the strength of twenty shields. Every glance is a salvation.

Illus. Clyde Caldwell

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1/2

Sigarda's Aid



Enchantment



You may cast Aura and Equipment spells as though they had flash.
Whenever an Equipment enters the battlefield under your control, you may attach it to target creature you control.
The Order of Saint Traft found new strength with Sigarda's support.

041/205 R
EMN • EN • HOWARD LYON

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Rune of Sustenance



Enchantment — Aura Rune



Enchant permanent
When Rune of Sustenance enters the battlefield, draw a card.
As long as enchanted permanent is a creature, it has lifelink.
As long as enchanted permanent is an Equipment, it has "Equipped creature has lifelink."

025/285 U
KHM • EN • YEONG-HAO HAN

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Planar Disruption



Enchantment — Aura



Enchant artifact, creature, or planeswalker
Enchanted permanent can't attack or block, and its activated abilities can't be activated.

New Phyrexia's planar defenses scattered the Planeswalker strike team on arrival. Elesh Norn knew they were coming.

028/271 C Story Spotlight
ONE • EN • CAMPBELL WHITE

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Zealot's Conviction



Enchantment — Aura



Flash
Enchant creature
Enchanted creature gets +1/+1.
Corrupted — As long as an opponent has three or more poison counters, enchanted creature gets an additional +1/+0 and has first strike.

039/271 C
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Skrelv, Defector Mite



Legendary Artifact Creature — Phyrexian Mite



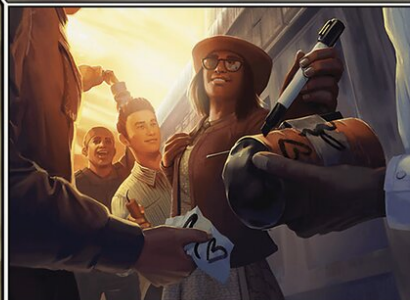
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Skrelv, Defector Mite can't block.
Φ, ♣: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. (Φ can be paid with either * or 2 life.)

1/1

033/271 R
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Idolized



Enchantment — Aura



Enchant creature
Enchanted creature has "Whenever this creature attacks alone, it gets +X/+X until end of turn, where X is the number of nonland permanents you control."
Renowned for your extensive support and goodwill, you are idolized by the community.

R 0017
PIP • EN • KIM SOKOL

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Dog Umbra



Enchantment — Aura

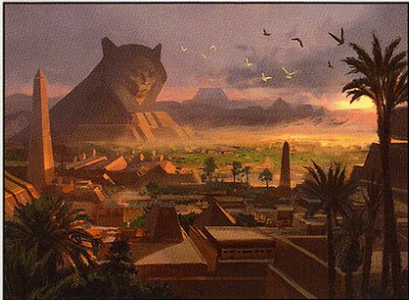


Flash
Enchant creature
As long as another player controls enchanted creature, it can't attack or block. Otherwise, Dog Umbra has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

C 0022
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Plains



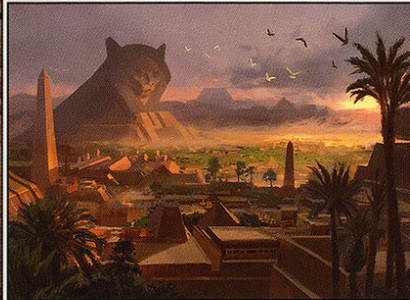
Basic Land — Plains



256/269 L
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Plains



Basic Land — Plains



256/269 L
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Optimistic Scavenger



Creature — Human Scout



Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

"A void rod? Perfect! Now I'll be able to get the glitch reader working again."

1/1

U 0021
DSK • EN BRIAN VALEZA

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Sheltered by Ghosts



Enchantment — Aura



Enchant creature you control

When Sheltered by Ghosts enters, exile target nonland permanent an opponent controls until Sheltered by Ghosts leaves the battlefield.

Enchanted creature gets +1/+0 and has lifelink and ward 2.

U 0030
DSK • EN MIRKO FALONI

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Chosen by Heliod



Enchantment — Aura



Enchant creature

When Chosen by Heliod enters the battlefield, draw a card.

Enchanted creature gets +0/+2.

"Training and studies aid a soldier in meager amounts. The gods do the rest."
—Brigone, soldier of Meletis

—Zack Stella

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Twinblade Blessing



Enchantment — Aura



Flash (You may cast this spell any time you could cast an instant.)

Enchant creature

Enchanted creature has double strike. (It deals both first-strike and regular combat damage.)

U 0026
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