
Camaraderie
Sorcery
You gain X life and draw X cards, where X is the number of creatures you control. Creatures you control get +1/+1 until end of turn.
"In the end, goodness always will win over evil."
—She-Ra
R 7183
SLD • EN Iustyna Dura
© 2026 Mattel.
™ & © 2026 Wizards of the Coast


Camaraderie
Sorcery
You gain X life and draw X cards, where X is the number of creatures you control. Creatures you control get +1/+1 until end of turn.
"In the end, goodness always will win over evil."
—She-Ra
R 7183
SLD • EN Iustyna Dura
© 2026 Mattel.
™ & © 2026 Wizards of the Coast


Camaraderie
Sorcery
You gain X life and draw X cards, where X is the number of creatures you control. Creatures you control get +1/+1 until end of turn.
"In the end, goodness always will win over evil."
—She-Ra
R 7183
SLD • EN Iustyna Dura
© 2026 Mattel.
™ & © 2026 Wizards of the Coast


Camaraderie
Sorcery
You gain X life and draw X cards, where X is the number of creatures you control. Creatures you control get +1/+1 until end of turn.
"In the end, goodness always will win over evil."
—She-Ra
R 7183
SLD • EN Iustyna Dura
© 2026 Mattel.
™ & © 2026 Wizards of the Coast