Luminarch Ascension {1}{W}



Enchantment

At the beginning of each opponent's end step, if you didn't lose life this turn, you may put a quest counter on Luminarch Ascension. *(Damage causes loss of life.)*

{1}{W}: Put a 4/4 white Angel creature token with flying onto the battlefield. Activate this ability only if Luminarch Ascension has four or more quest counters on it.

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