Edge of the Divinity



Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity



Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity



Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity



Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180

Edge of the Divinity

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+2.

As long as enchanted creature is black, it gets +2/+1.

The divinity's patronage confers both wicked grace and graceful wickedness.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 57/180