heroic Defiance 1



Enchant Creature

Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

"Wear courage as your armor. Wield honor as your blade."

—Gerrard

Illus. Terese Nielsen

©1993–2001 Wizards of the Coast, Inc. 6/143

heroic Defiance 1

Enchant Creature

Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

"Wear courage as your armor. Wield honor as your blade."

—Gerrard

Illus. Terese Nielsen

©1993–2001 Wizards of the Coast, Inc. 6/143

heroic Defiance 1

Enchant Creature

Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

"Wear courage as your armor. Wield honor as your blade."

—Gerrard

Illus. Terese Nielsen

©1993–2001 Wizards of the Coast, Inc. 6/143

heroic Defiance 1

Enchant Creature

Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

"Wear courage as your armor. Wield honor as your blade."

—Gerrard

Illus. Terese Nielsen

©1993–2001 Wizards of the Coast, Inc. 6/143

heroic Defiance 1

Enchant Creature

Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

"Wear courage as your armor. Wield honor as your blade."

—Gerrard

Illus. Terese Nielsen

©1993–2001 Wizards of the Coast, Inc. 6/143

heroic Defiance 1

Enchant Creature

Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

"Wear courage as your armor. Wield honor as your blade."

—Gerrard

Illus. Terese Nielsen

©1993–2001 Wizards of the Coast, Inc. 6/143

heroic Defiance 1

Enchant Creature

Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

"Wear courage as your armor. Wield honor as your blade."

—Gerrard

Illus. Terese Nielsen

©1993–2001 Wizards of the Coast, Inc. 6/143

heroic Defiance 1

Enchant Creature

Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

"Wear courage as your armor. Wield honor as your blade."

—Gerrard

Illus. Terese Nielsen

©1993–2001 Wizards of the Coast, Inc. 6/143

heroic Defiance 1

Enchant Creature

Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

"Wear courage as your armor. Wield honor as your blade."

—Gerrard

Illus. Terese Nielsen

©1993–2001 Wizards of the Coast, Inc. 6/143