Steel of the Godhead



Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+1 and has lifelink. *(Whenever it deals damage, its controller gains that much life.)*

As long as enchanted creature is blue, it gets +1/+1 and is unblockable.

Jason Chan

™ & © 1993–2008 Wizards of the Coast, Inc. 150/301

Steel of the Godhead

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+1 and has lifelink. *(Whenever it deals damage, its controller gains that much life.)*

As long as enchanted creature is blue, it gets +1/+1 and is unblockable.

Jason Chan

™ & © 1993–2008 Wizards of the Coast, Inc. 150/301

Steel of the Godhead

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+1 and has lifelink. *(Whenever it deals damage, its controller gains that much life.)*

As long as enchanted creature is blue, it gets +1/+1 and is unblockable.

Jason Chan

™ & © 1993–2008 Wizards of the Coast, Inc. 150/301

Steel of the Godhead

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+1 and has lifelink. *(Whenever it deals damage, its controller gains that much life.)*

As long as enchanted creature is blue, it gets +1/+1 and is unblockable.

Jason Chan

™ & © 1993–2008 Wizards of the Coast, Inc. 150/301

Steel of the Godhead

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+1 and has lifelink. *(Whenever it deals damage, its controller gains that much life.)*

As long as enchanted creature is blue, it gets +1/+1 and is unblockable.

Jason Chan

™ & © 1993–2008 Wizards of the Coast, Inc. 150/301

Steel of the Godhead

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+1 and has lifelink. *(Whenever it deals damage, its controller gains that much life.)*

As long as enchanted creature is blue, it gets +1/+1 and is unblockable.

Jason Chan

™ & © 1993–2008 Wizards of the Coast, Inc. 150/301

Steel of the Godhead

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+1 and has lifelink. *(Whenever it deals damage, its controller gains that much life.)*

As long as enchanted creature is blue, it gets +1/+1 and is unblockable.

Jason Chan

™ & © 1993–2008 Wizards of the Coast, Inc. 150/301

Steel of the Godhead

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+1 and has lifelink. *(Whenever it deals damage, its controller gains that much life.)*

As long as enchanted creature is blue, it gets +1/+1 and is unblockable.

Jason Chan

™ & © 1993–2008 Wizards of the Coast, Inc. 150/301

Steel of the Godhead

Enchantment — Aura

Enchant creature

As long as enchanted creature is white, it gets +1/+1 and has lifelink. *(Whenever it deals damage, its controller gains that much life.)*

As long as enchanted creature is blue, it gets +1/+1 and is unblockable.

Jason Chan

™ & © 1993–2008 Wizards of the Coast, Inc. 150/301