Runes of the Deus 4



Enchantment — Aura

Enchant creature

As long as enchanted creature is red, it gets +1/+1 and has double strike. *(It deals both first-strike and regular combat damage.)*

As long as enchanted creature is green, it gets +1/+1 and has trample.

Warren Mahy

™ & © 1993–2008 Wizards of the Coast, Inc. 215/301

Runes of the Deus 4



Enchantment — Aura

Enchant creature

As long as enchanted creature is red, it gets +1/+1 and has double strike. *(It deals both first-strike and regular combat damage.)*

As long as enchanted creature is green, it gets +1/+1 and has trample.

Warren Mahy

™ & © 1993–2008 Wizards of the Coast, Inc. 215/301

Runes of the Deus 4



Enchantment — Aura

Enchant creature

As long as enchanted creature is red, it gets +1/+1 and has double strike. *(It deals both first-strike and regular combat damage.)*

As long as enchanted creature is green, it gets +1/+1 and has trample.

Warren Mahy

™ & © 1993–2008 Wizards of the Coast, Inc. 215/301

Runes of the Deus 4



Enchantment — Aura

Enchant creature

As long as enchanted creature is red, it gets +1/+1 and has double strike. *(It deals both first-strike and regular combat damage.)*

As long as enchanted creature is green, it gets +1/+1 and has trample.

Warren Mahy

™ & © 1993–2008 Wizards of the Coast, Inc. 215/301