Charisma



Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma



Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma



Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma



Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350

Charisma

Enchant Creature

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

It was Gerrard's nature to lead and the Mercadians' to follow.

Illus. Terese Nielsen

©1993–1999 Wizards of the Coast, Inc. 66/350