Heron's Grace Champion 2GW



Creature — Human Knight

Flash
Lifelink
When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn.

Sigarda was the last uncorrupted archangel, but she would not have to fight alone.

3/3

185/205 R
EMN • EN ✒ Todd Lockwood
™ & © 2016 Wizards of the Coast

Heron's Grace Champion 2GW

Creature — Human Knight

Flash
Lifelink
When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn.

Sigarda was the last uncorrupted archangel, but she would not have to fight alone.

3/3

185/205 R
EMN • EN ✒ Todd Lockwood
™ & © 2016 Wizards of the Coast

Heron's Grace Champion 2GW

Creature — Human Knight

Flash
Lifelink
When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn.

Sigarda was the last uncorrupted archangel, but she would not have to fight alone.

3/3

185/205 R
EMN • EN ✒ Todd Lockwood
™ & © 2016 Wizards of the Coast

Heron's Grace Champion 2GW

Creature — Human Knight

Flash
Lifelink
When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn.

Sigarda was the last uncorrupted archangel, but she would not have to fight alone.

3/3

185/205 R
EMN • EN ✒ Todd Lockwood
™ & © 2016 Wizards of the Coast

Heron's Grace Champion 2GW

Creature — Human Knight

Flash
Lifelink
When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn.

Sigarda was the last uncorrupted archangel, but she would not have to fight alone.

3/3

185/205 R
EMN • EN ✒ Todd Lockwood
™ & © 2016 Wizards of the Coast

Heron's Grace Champion 2GW

Creature — Human Knight

Flash
Lifelink
When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn.

Sigarda was the last uncorrupted archangel, but she would not have to fight alone.

3/3

185/205 R
EMN • EN ✒ Todd Lockwood
™ & © 2016 Wizards of the Coast

Heron's Grace Champion 2GW

Creature — Human Knight

Flash
Lifelink
When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn.

Sigarda was the last uncorrupted archangel, but she would not have to fight alone.

3/3

185/205 R
EMN • EN ✒ Todd Lockwood
™ & © 2016 Wizards of the Coast

Heron's Grace Champion 2GW

Creature — Human Knight

Flash
Lifelink
When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn.

Sigarda was the last uncorrupted archangel, but she would not have to fight alone.

3/3

185/205 R
EMN • EN ✒ Todd Lockwood
™ & © 2016 Wizards of the Coast

Heron's Grace Champion 2GW

Creature — Human Knight

Flash
Lifelink
When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn.

Sigarda was the last uncorrupted archangel, but she would not have to fight alone.

3/3

185/205 R
EMN • EN ✒ Todd Lockwood
™ & © 2016 Wizards of the Coast

Heron's Grace Champion 2GW

Creature — Human Knight

Flash
Lifelink
When Heron's Grace Champion enters the battlefield, other Humans you control get +1/+1 and gain lifelink until end of turn.

Sigarda was the last uncorrupted archangel, but she would not have to fight alone.

3/3

185/205 R
EMN • EN ✒ Todd Lockwood
™ & © 2016 Wizards of the Coast