Strength of Lunacy 1B



Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B



Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B



Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B



Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143

Strength of Lunacy 1B

Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.

Madness B *(You may play this card for its madness cost at the time you discard it from your hand.)*

Don't confuse lunacy with courage.

Illus. Greg & Tim Hildebrandt

™ & © 1993–2002 Wizards of the Coast, Inc. 86/143