## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165


## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165

## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165


## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165

## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165


## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165

## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165


## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165



## In the Web of War



**Enchantment**

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slaughtered at Shinka or if they even reached its bloodstained walls."*
—Observations of the Kami War

Ron Spencer

™ & © 1993-2005 Wizards of the Coast, Inc. 108/165