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

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