

Uphill Battle

2



Enchantment

Creatures your opponents play come into play tapped.

Cho-Manno knew he had no choice but to ally with Gerrard. If that's what it took to free his people, he'd pay the price.

Illus. Pete Venters

©1993-1999 Wizards of the Coast, Inc. 222/350

Uphill Battle

2



Enchantment

Creatures your opponents play come into play tapped.

Cho-Manno knew he had no choice but to ally with Gerrard. If that's what it took to free his people, he'd pay the price.

Illus. Pete Venters

©1993-1999 Wizards of the Coast, Inc. 222/350

Uphill Battle

2



Enchantment

Creatures your opponents play come into play tapped.

Cho-Manno knew he had no choice but to ally with Gerrard. If that's what it took to free his people, he'd pay the price.

Illus. Pete Venters

©1993-1999 Wizards of the Coast, Inc. 222/350

Uphill Battle

2



Enchantment

Creatures your opponents play come into play tapped.

Cho-Manno knew he had no choice but to ally with Gerrard. If that's what it took to free his people, he'd pay the price.

Illus. Pete Venters

©1993-1999 Wizards of the Coast, Inc. 222/350

Uphill Battle

2



Enchantment

Creatures your opponents play come into play tapped.

Cho-Manno knew he had no choice but to ally with Gerrard. If that's what it took to free his people, he'd pay the price.

Illus. Pete Venters

©1993-1999 Wizards of the Coast, Inc. 222/350

Uphill Battle

2



Enchantment

Creatures your opponents play come into play tapped.

Cho-Manno knew he had no choice but to ally with Gerrard. If that's what it took to free his people, he'd pay the price.

Illus. Pete Venters

©1993-1999 Wizards of the Coast, Inc. 222/350

Uphill Battle

2



Enchantment

Creatures your opponents play come into play tapped.

Cho-Manno knew he had no choice but to ally with Gerrard. If that's what it took to free his people, he'd pay the price.

Illus. Pete Venters

©1993-1999 Wizards of the Coast, Inc. 222/350

Uphill Battle

2



Enchantment

Creatures your opponents play come into play tapped.

Cho-Manno knew he had no choice but to ally with Gerrard. If that's what it took to free his people, he'd pay the price.

Illus. Pete Venters

©1993-1999 Wizards of the Coast, Inc. 222/350

Uphill Battle

2



Enchantment

Creatures your opponents play come into play tapped.

Cho-Manno knew he had no choice but to ally with Gerrard. If that's what it took to free his people, he'd pay the price.

Illus. Pete Venters

©1993-1999 Wizards of the Coast, Inc. 222/350