

When We Were Young

3

Instant

Up to two target creatures each get +2/+2 until end of turn. If you control an artifact and an enchantment, those creatures also gain lifelink until end of turn.

Since Imperial custom strictly forbade the Emperor to reveal her name—even to Kaito, her closest childhood friend—she had to suffer him calling her “your emperorness” for much of their shared youth.

043/302 U Story Spotlight
NEO • EN

ERIC DESCHAMPS

mtgstory.com
™ & © 2022 Wizards of the Coast

When We Were Young

3

Instant

Up to two target creatures each get +2/+2 until end of turn. If you control an artifact and an enchantment, those creatures also gain lifelink until end of turn.

Since Imperial custom strictly forbade the Emperor to reveal her name—even to Kaito, her closest childhood friend—she had to suffer him calling her “your emperorness” for much of their shared youth.

043/302 U Story Spotlight
NEO • EN

ERIC DESCHAMPS

mtgstory.com
™ & © 2022 Wizards of the Coast

When We Were Young

3

Instant

Up to two target creatures each get +2/+2 until end of turn. If you control an artifact and an enchantment, those creatures also gain lifelink until end of turn.

Since Imperial custom strictly forbade the Emperor to reveal her name—even to Kaito, her closest childhood friend—she had to suffer him calling her “your emperorness” for much of their shared youth.

043/302 U Story Spotlight
NEO • EN

ERIC DESCHAMPS

mtgstory.com
™ & © 2022 Wizards of the Coast

When We Were Young

3

Instant

Up to two target creatures each get +2/+2 until end of turn. If you control an artifact and an enchantment, those creatures also gain lifelink until end of turn.

Since Imperial custom strictly forbade the Emperor to reveal her name—even to Kaito, her closest childhood friend—she had to suffer him calling her “your emperorness” for much of their shared youth.

043/302 U Story Spotlight
NEO • EN

ERIC DESCHAMPS

mtgstory.com
™ & © 2022 Wizards of the Coast