

Time of Heroes

1*



Enchantment

Each creature you control with a level counter on it gets +2/+2.

No one spoke. There was no need. The threat of the Eldrazi presented a simple choice: lay down your weapons and die for nothing, or hold them fast and die for something.

—Kekai Kotaki

™ & © 1993–2010 Wizards of the Coast LLC 49/248

Time of Heroes

1*



Enchantment

Each creature you control with a level counter on it gets +2/+2.

No one spoke. There was no need. The threat of the Eldrazi presented a simple choice: lay down your weapons and die for nothing, or hold them fast and die for something.

—Kekai Kotaki

™ & © 1993–2010 Wizards of the Coast LLC 49/248

Time of Heroes

1*



Enchantment

Each creature you control with a level counter on it gets +2/+2.

No one spoke. There was no need. The threat of the Eldrazi presented a simple choice: lay down your weapons and die for nothing, or hold them fast and die for something.

—Kekai Kotaki

™ & © 1993–2010 Wizards of the Coast LLC 49/248

Time of Heroes

1*



Enchantment

Each creature you control with a level counter on it gets +2/+2.

No one spoke. There was no need. The threat of the Eldrazi presented a simple choice: lay down your weapons and die for nothing, or hold them fast and die for something.

—Kekai Kotaki

™ & © 1993–2010 Wizards of the Coast LLC 49/248

Time of Heroes

1*



Enchantment

Each creature you control with a level counter on it gets +2/+2.

No one spoke. There was no need. The threat of the Eldrazi presented a simple choice: lay down your weapons and die for nothing, or hold them fast and die for something.

—Kekai Kotaki

™ & © 1993–2010 Wizards of the Coast LLC 49/248

Time of Heroes

1*



Enchantment

Each creature you control with a level counter on it gets +2/+2.

No one spoke. There was no need. The threat of the Eldrazi presented a simple choice: lay down your weapons and die for nothing, or hold them fast and die for something.

—Kekai Kotaki

™ & © 1993–2010 Wizards of the Coast LLC 49/248

Time of Heroes

1*



Enchantment

Each creature you control with a level counter on it gets +2/+2.

No one spoke. There was no need. The threat of the Eldrazi presented a simple choice: lay down your weapons and die for nothing, or hold them fast and die for something.

—Kekai Kotaki

™ & © 1993–2010 Wizards of the Coast LLC 49/248

Time of Heroes

1*



Enchantment

Each creature you control with a level counter on it gets +2/+2.

No one spoke. There was no need. The threat of the Eldrazi presented a simple choice: lay down your weapons and die for nothing, or hold them fast and die for something.

—Kekai Kotaki

™ & © 1993–2010 Wizards of the Coast LLC 49/248

Time of Heroes

1*



Enchantment

Each creature you control with a level counter on it gets +2/+2.

No one spoke. There was no need. The threat of the Eldrazi presented a simple choice: lay down your weapons and die for nothing, or hold them fast and die for something.

—Kekai Kotaki

™ & © 1993–2010 Wizards of the Coast LLC 49/248