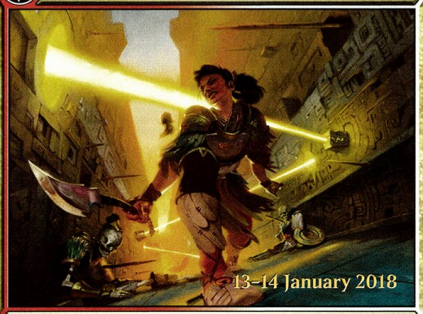
Path of Mettle



Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

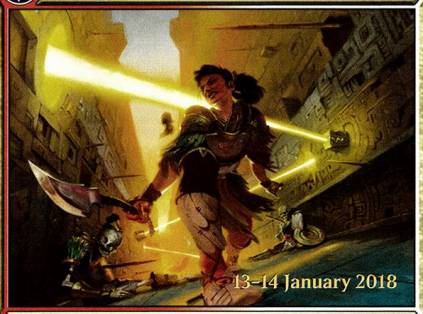
When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle



Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

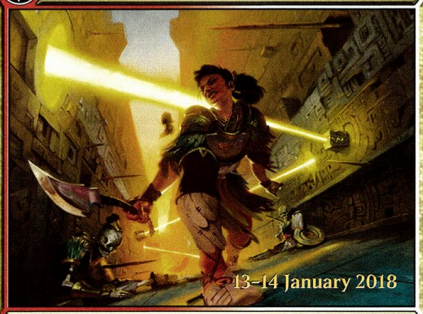
When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle



Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

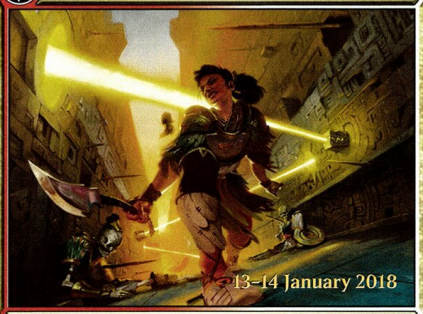
When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle



Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast

Path of Mettle

13–14 January 2018

Legendary Enchantment

When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.

Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.

165/196 R
RIX • EN
Victor Adame Minguez

™ & © 2018 Wizards of the Coast