## Near-Death Experience



Enchantment

At the beginning of your upkeep, if you have exactly 1 life, you win the game.

*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*

010/016 M
V16 ★ EN ▶ Dan Scott

™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast

## Near-Death Experience



Enchantment

At the beginning of your upkeep, if you have exactly 1 life, you win the game.

*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*

010/016 M
V16 ★ EN ▶ Dan Scott

™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast

## Near-Death Experience



Enchantment

At the beginning of your upkeep, if you have exactly 1 life, you win the game.

*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*

010/016 M
V16 ★ EN ▶ Dan Scott

™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast

## Near-Death Experience



Enchantment

At the beginning of your upkeep, if you have exactly 1 life, you win the game.

*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*

010/016 M
V16 ★ EN ▶ Dan Scott

™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast


Near-Death Experience
Enchantment
At the beginning of your upkeep, if you have exactly 1 life, you win the game.
*Lands ravaged, cities in ruins, so many lives sacrificed, and yet there was no other word for it but victory.*
010/016 M
V16 ★ EN ▶ Dan Scott
™ & © 2016 Wizards of the Coast