Metathran Elite 1



Creature — Soldier

Metathran Elite is unblockable as long as it's enchanted.

*If the eyes are windows to the soul, their souls are not of this world.*

Illus. Jim Nelson
©1993–1999 Wizards of the Coast, Inc. 38/143

2/3

Metathran Elite 1

Creature — Soldier

Metathran Elite is unblockable as long as it's enchanted.

*If the eyes are windows to the soul, their souls are not of this world.*

Illus. Jim Nelson
©1993–1999 Wizards of the Coast, Inc. 38/143

2/3

Metathran Elite 1

Creature — Soldier

Metathran Elite is unblockable as long as it's enchanted.

*If the eyes are windows to the soul, their souls are not of this world.*

Illus. Jim Nelson
©1993–1999 Wizards of the Coast, Inc. 38/143

2/3

Metathran Elite 1

Creature — Soldier

Metathran Elite is unblockable as long as it's enchanted.

*If the eyes are windows to the soul, their souls are not of this world.*

Illus. Jim Nelson
©1993–1999 Wizards of the Coast, Inc. 38/143

2/3

Metathran Elite 1

Creature — Soldier

Metathran Elite is unblockable as long as it's enchanted.

*If the eyes are windows to the soul, their souls are not of this world.*

Illus. Jim Nelson
©1993–1999 Wizards of the Coast, Inc. 38/143

2/3

Metathran Elite 1

Creature — Soldier

Metathran Elite is unblockable as long as it's enchanted.

*If the eyes are windows to the soul, their souls are not of this world.*

Illus. Jim Nelson
©1993–1999 Wizards of the Coast, Inc. 38/143

2/3

Metathran Elite 1

Creature — Soldier

Metathran Elite is unblockable as long as it's enchanted.

*If the eyes are windows to the soul, their souls are not of this world.*

Illus. Jim Nelson
©1993–1999 Wizards of the Coast, Inc. 38/143

2/3

Metathran Elite 1

Creature — Soldier

Metathran Elite is unblockable as long as it's enchanted.

*If the eyes are windows to the soul, their souls are not of this world.*

Illus. Jim Nelson
©1993–1999 Wizards of the Coast, Inc. 38/143

2/3

Metathran Elite 1

Creature — Soldier

Metathran Elite is unblockable as long as it's enchanted.

*If the eyes are windows to the soul, their souls are not of this world.*

Illus. Jim Nelson
©1993–1999 Wizards of the Coast, Inc. 38/143

2/3