Where Ancients Tread

4



Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4



Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4



Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4



Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356

Where Ancients Tread

4

Enchantment

Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

"Never subtle nor cryptic is the reckoning of the mighty."
—Mayael the Anima

Zoltan Boros & Gabor Szikszai

™ & © 2013 Wizards of the Coast 130/356