Death Pits of Rath



Enchantment

Whenever a creature is dealt damage, destroy it. It can't be regenerated.

As the sludge below began to shift and take shapes, Gerrard turned from the railing to Orim. "I suppose," he said, "it's a little too late for prayer, isn't it?"

099/269 R
TPR • EN ▶ Joel Biske

™ & © 2015 Wizards of the Coast

Death Pits of Rath



Enchantment

Whenever a creature is dealt damage, destroy it. It can't be regenerated.

As the sludge below began to shift and take shapes, Gerrard turned from the railing to Orim. "I suppose," he said, "it's a little too late for prayer, isn't it?"

099/269 R
TPR • EN ▶ Joel Biske

™ & © 2015 Wizards of the Coast

Death Pits of Rath



Enchantment

Whenever a creature is dealt damage, destroy it. It can't be regenerated.

As the sludge below began to shift and take shapes, Gerrard turned from the railing to Orim. "I suppose," he said, "it's a little too late for prayer, isn't it?"

099/269 R
TPR • EN ▶ Joel Biske

™ & © 2015 Wizards of the Coast

Death Pits of Rath



Enchantment

Whenever a creature is dealt damage, destroy it. It can't be regenerated.

As the sludge below began to shift and take shapes, Gerrard turned from the railing to Orim. "I suppose," he said, "it's a little too late for prayer, isn't it?"

099/269 R
TPR • EN ▶ Joel Biske

™ & © 2015 Wizards of the Coast