Nine Lives



Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives



Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives



Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives



Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast

Nine Lives

Enchantment

Hexproof

If a source would deal damage to you, prevent that damage and put an incarnation counter on Nine Lives.

When there are nine or more incarnation counters on Nine Lives, exile it.

When Nine Lives leaves the battlefield, you lose the game.

344 R
M21 • EN
Paul Scott Canavan

™ & © 2020 Wizards of the Coast