Archpriest of Iona



Creature — Human Cleric

Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.

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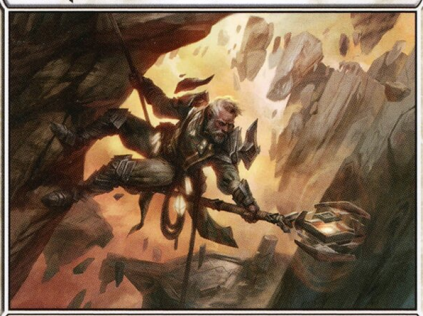
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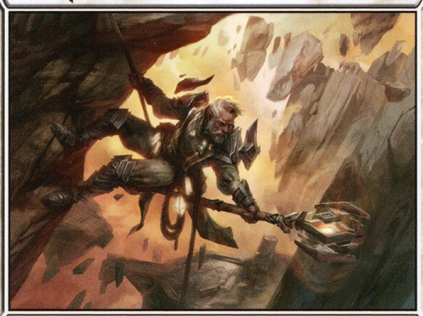
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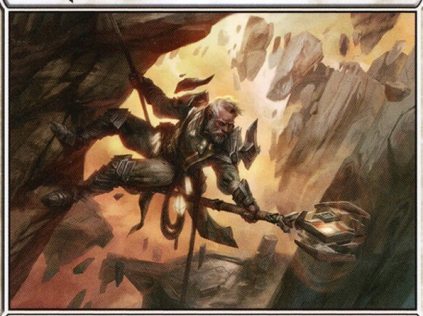
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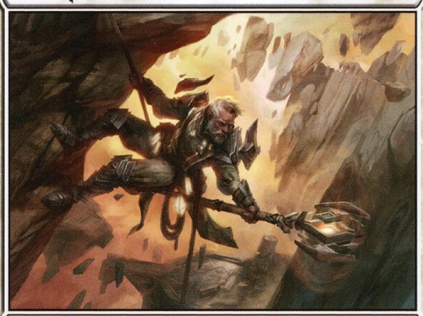
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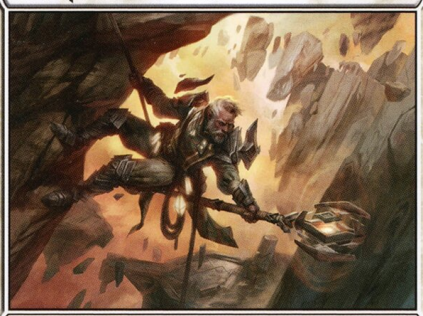
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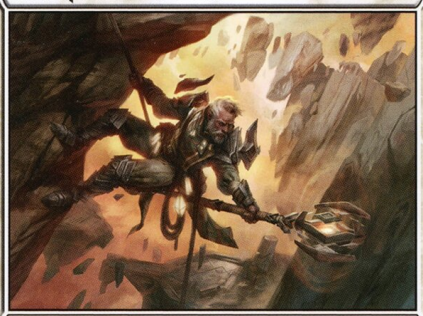
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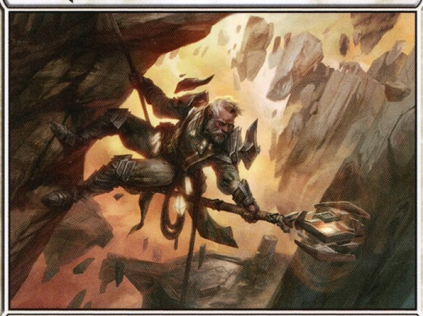
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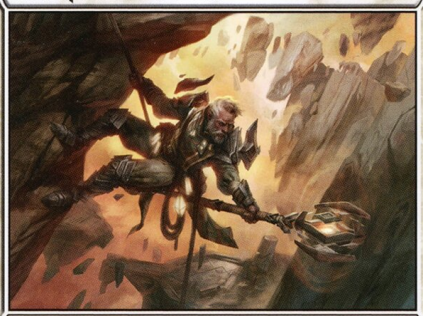
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