Noble Hierarch



Creature — Human Druid

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

{T}: Add {G}, {W}, or {U}.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

177/332 R
2XM • EN
Mark Zug

™ & © 2020 Wizards of the Coast

Noble Hierarch

Creature — Human Druid

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

{T}: Add {G}, {W}, or {U}.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

177/332 R
2XM • EN
Mark Zug

™ & © 2020 Wizards of the Coast

Noble Hierarch



Creature — Human Druid

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

{T}: Add {G}, {W}, or {U}.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

177/332 R
2XM • EN
Mark Zug

™ & © 2020 Wizards of the Coast

Noble Hierarch

Creature — Human Druid

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

{T}: Add {G}, {W}, or {U}.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

177/332 R
2XM • EN
Mark Zug

™ & © 2020 Wizards of the Coast

Noble Hierarch



Creature — Human Druid

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

{T}: Add {G}, {W}, or {U}.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

177/332 R
2XM • EN
Mark Zug

™ & © 2020 Wizards of the Coast

Noble Hierarch

Creature — Human Druid

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

{T}: Add {G}, {W}, or {U}.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

177/332 R
2XM • EN
Mark Zug

™ & © 2020 Wizards of the Coast

Noble Hierarch



Creature — Human Druid

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

{T}: Add {G}, {W}, or {U}.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

177/332 R
2XM • EN
Mark Zug

™ & © 2020 Wizards of the Coast

Noble Hierarch

Creature — Human Druid

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

{T}: Add {G}, {W}, or {U}.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

177/332 R
2XM • EN
Mark Zug

™ & © 2020 Wizards of the Coast