Anointer Priest {1}{W}



Creature — Human Cleric

Whenever a creature token enters the battlefield under your control, you gain 1 life.

Embalm {3}{W} *({3}{W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Cleric with no mana cost. Embalm only as a sorcery.)*

1/3

003/269 C
AKH • EN
Lake Hurwitz

™ & © 2017 Wizards of the Coast

Anointer Priest {1}{W}

Creature — Human Cleric

Whenever a creature token enters the battlefield under your control, you gain 1 life.

Embalm {3}{W} *({3}{W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Cleric with no mana cost. Embalm only as a sorcery.)*

1/3

003/269 C
AKH • EN
Lake Hurwitz

™ & © 2017 Wizards of the Coast

Anointer Priest {1}{W}

Creature — Human Cleric

Whenever a creature token enters the battlefield under your control, you gain 1 life.

Embalm {3}{W} *({3}{W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Cleric with no mana cost. Embalm only as a sorcery.)*

1/3

003/269 C
AKH • EN
Lake Hurwitz

™ & © 2017 Wizards of the Coast

Anointer Priest {1}{W}



Creature — Human Cleric

Whenever a creature token enters the battlefield under your control, you gain 1 life.

Embalm {3}{W} *({3}{W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Cleric with no mana cost. Embalm only as a sorcery.)*

1/3

003/269 C
AKH • EN
Lake Hurwitz

™ & © 2017 Wizards of the Coast

Anointer Priest {1}{W}

Creature — Human Cleric

Whenever a creature token enters the battlefield under your control, you gain 1 life.

Embalm {3}{W} *({3}{W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Cleric with no mana cost. Embalm only as a sorcery.)*

1/3

003/269 C
AKH • EN
Lake Hurwitz

™ & © 2017 Wizards of the Coast

Anointer Priest {1}{W}



Creature — Human Cleric

Whenever a creature token enters the battlefield under your control, you gain 1 life.

Embalm {3}{W} *({3}{W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Cleric with no mana cost. Embalm only as a sorcery.)*

1/3

003/269 C
AKH • EN
Lake Hurwitz

™ & © 2017 Wizards of the Coast

Anointer Priest {1}{W}

Creature — Human Cleric

Whenever a creature token enters the battlefield under your control, you gain 1 life.

Embalm {3}{W} *({3}{W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Cleric with no mana cost. Embalm only as a sorcery.)*

1/3

003/269 C
AKH • EN
Lake Hurwitz

™ & © 2017 Wizards of the Coast

Anointer Priest {1}{W}

Creature — Human Cleric

Whenever a creature token enters the battlefield under your control, you gain 1 life.

Embalm {3}{W} *({3}{W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Human Cleric with no mana cost. Embalm only as a sorcery.)*

1/3

003/269 C
AKH • EN
Lake Hurwitz

™ & © 2017 Wizards of the Coast