Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1

Royal Herbalist



Summon Cleric

2: Remove the top card of your library from the game to gain 1 life.
"It's not so easy anymore. Nothing grows in Kjeldor but seaweed."
—Halvor Arensson, Kjeldoran Priest

Illus. Douglas Shuler
© 1996 Wizards of the Coast, Inc. All rights reserved.
1/1