
Orzhov Pontiff
Creature — Human Cleric
Haunt (When this creature dies, exile it haunting target creature.)
When Orzhov Pontiff enters the battlefield or the creature it haunts dies, choose one —
• Creatures you control get +1/+1 until end of turn.
• Creatures you don't control get -1/-1 until end of turn.
1/1
043/133 R
GK2 • EN
Adam Rex
™ & © 2019 Wizards of the Coast


Orzhov Pontiff
Creature — Human Cleric
Haunt (When this creature dies, exile it haunting target creature.)
When Orzhov Pontiff enters the battlefield or the creature it haunts dies, choose one —
• Creatures you control get +1/+1 until end of turn.
• Creatures you don't control get -1/-1 until end of turn.
1/1
043/133 R
GK2 • EN
Adam Rex
™ & © 2019 Wizards of the Coast


Orzhov Pontiff
Creature — Human Cleric
Haunt (When this creature dies, exile it haunting target creature.)
When Orzhov Pontiff enters the battlefield or the creature it haunts dies, choose one —
• Creatures you control get +1/+1 until end of turn.
• Creatures you don't control get -1/-1 until end of turn.
1/1
043/133 R
GK2 • EN
Adam Rex
™ & © 2019 Wizards of the Coast


Orzhov Pontiff
Creature — Human Cleric
Haunt (When this creature dies, exile it haunting target creature.)
When Orzhov Pontiff enters the battlefield or the creature it haunts dies, choose one —
• Creatures you control get +1/+1 until end of turn.
• Creatures you don't control get -1/-1 until end of turn.
1/1
043/133 R
GK2 • EN
Adam Rex
™ & © 2019 Wizards of the Coast