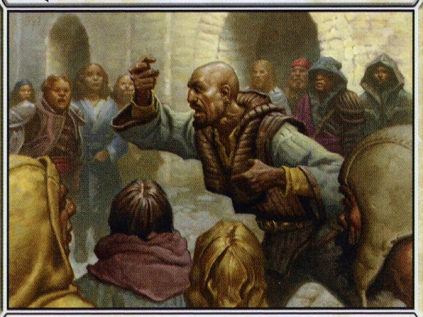
Impassioned Orator {1}{W}



Creature — Human Cleric

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

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}

Creature — Human Cleric

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

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}

Creature — Human Cleric

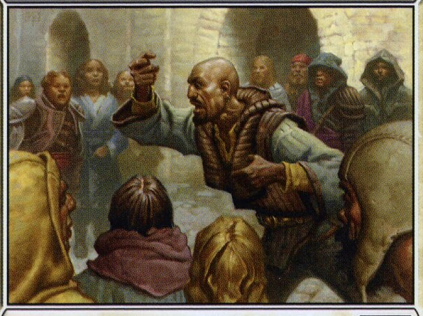
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

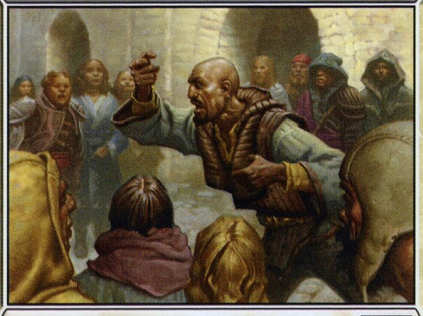
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

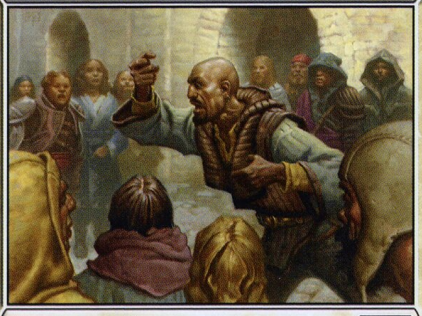
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

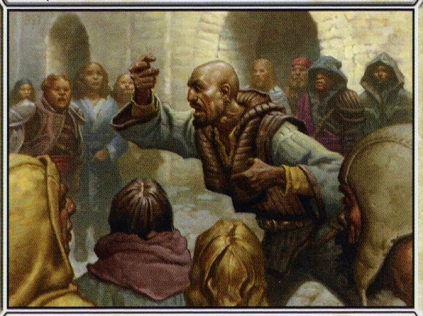
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

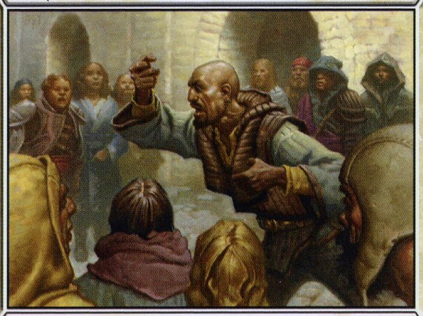
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

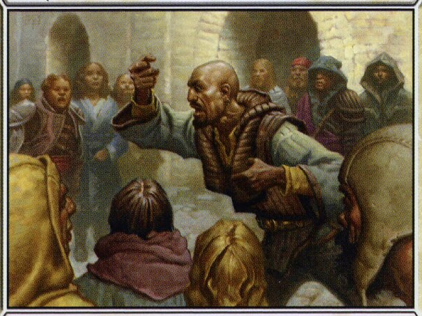
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

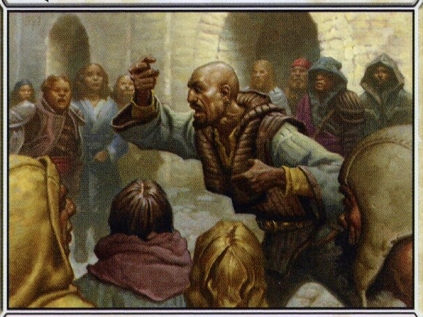
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

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

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}

Creature — Human Cleric

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

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}

Creature — Human Cleric

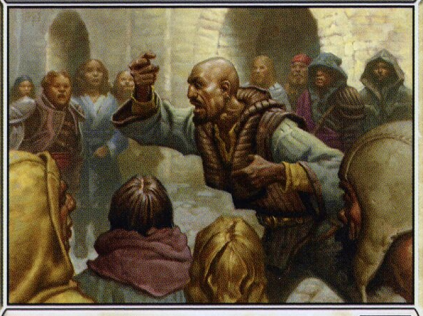
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

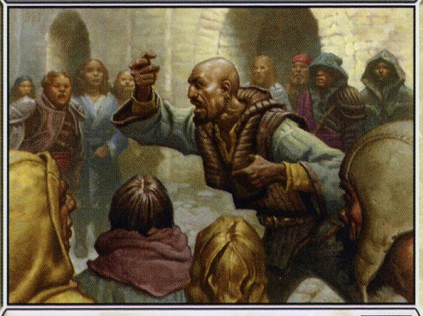
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

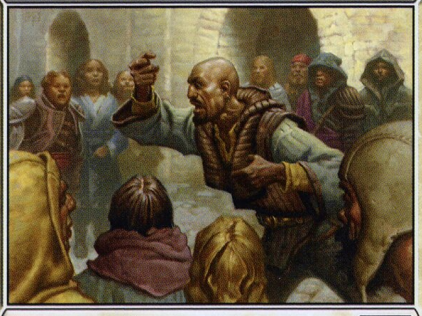
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

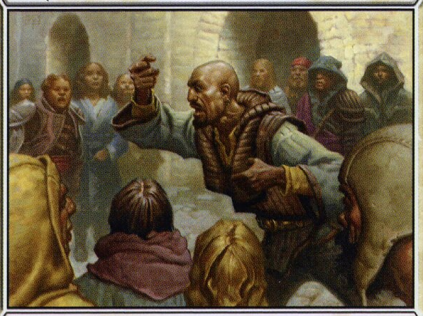
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

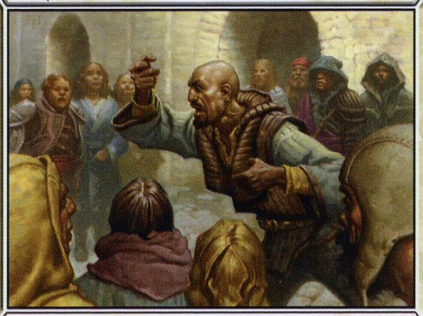
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

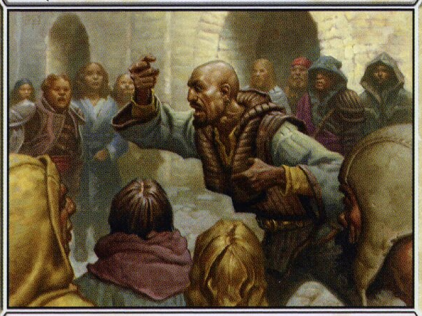
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

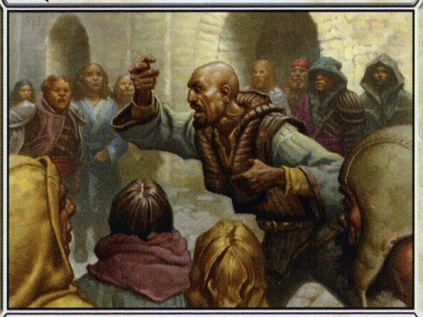
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

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

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}

Creature — Human Cleric

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

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}

Creature — Human Cleric

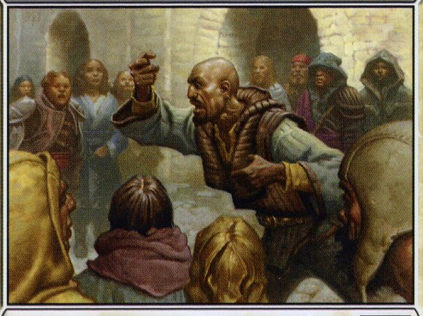
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

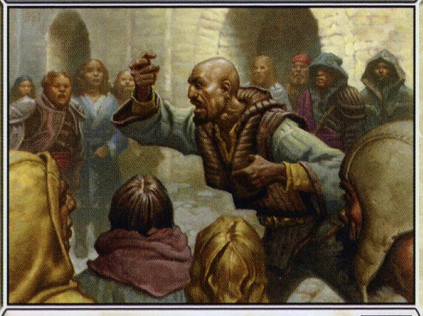
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

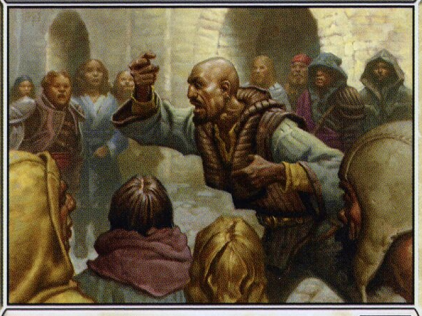
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

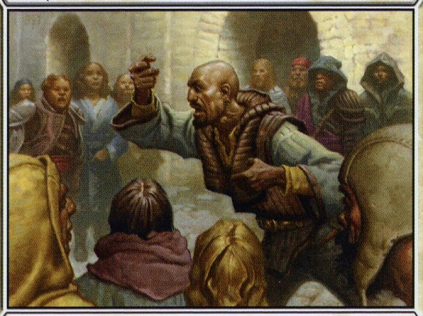
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

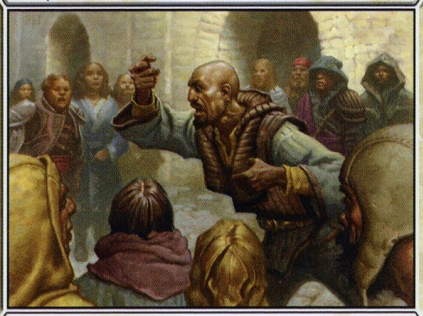
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

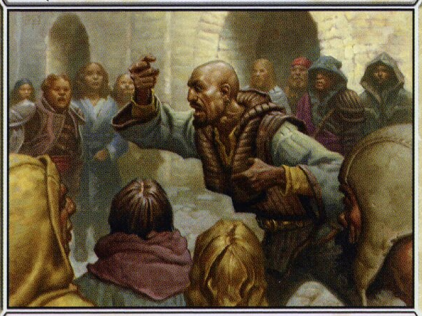
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

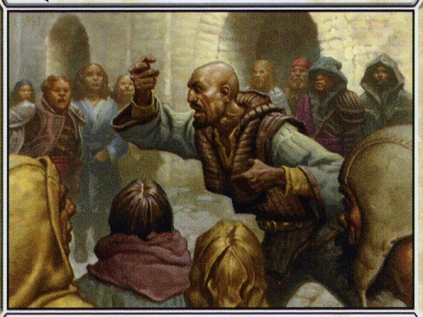
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

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

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}

Creature — Human Cleric

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

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}

Creature — Human Cleric

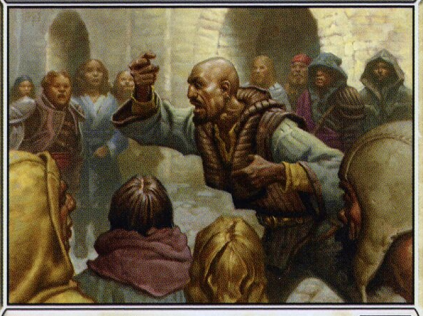
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

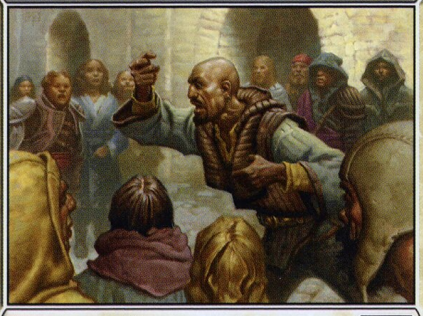
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

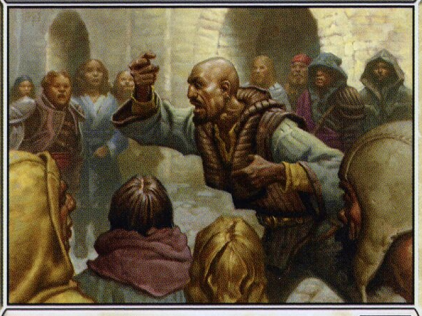
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

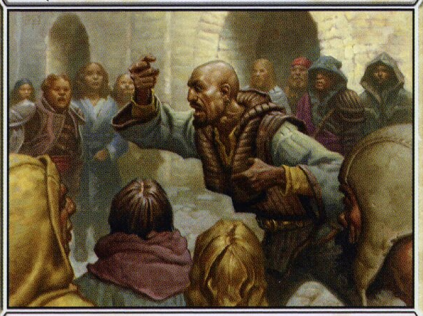
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

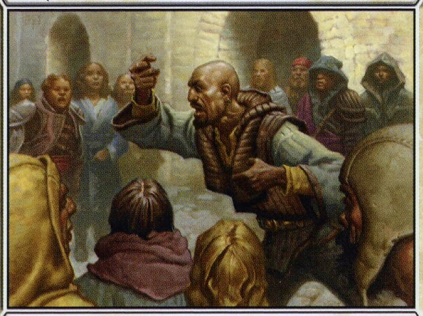
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

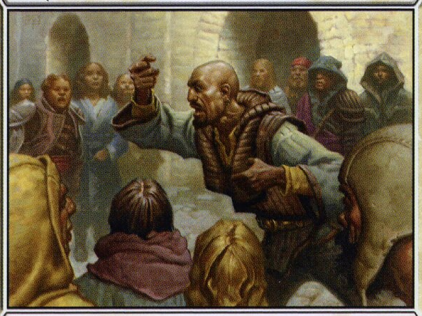
Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast

Impassioned Orator {1}{W}



Creature — Human Cleric

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

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

306/280 C
M20 • EN
Mark Zug
™ & © 2019 Wizards of the Coast