Priest of the Blessed Graf 2W



Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W



Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W



Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W



Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast

Priest of the Blessed Graf 2W

Creature — Human Cleric

At the beginning of your end step, create X 1/1 white Spirit creature tokens with flying, where X is the number of opponents who control more lands than you.

1/2

045 R
VOC • EN Irina Nordsol

™ & © 2021 Wizards of the Coast