

Icatian Priest



Creature — Human Cleric



1**: Target creature gets +1/+1 until end of turn.

Grelden knelt and felt the cool, dry hand of the priest on his brow. Hours later, when his wits returned, he was covered in his enemies' blood on the field of victory.

— Stephen Tappin

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 24/383

Icatian Priest



Creature — Human Cleric



1**: Target creature gets +1/+1 until end of turn.

Grelden knelt and felt the cool, dry hand of the priest on his brow. Hours later, when his wits returned, he was covered in his enemies' blood on the field of victory.

— Stephen Tappin

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 24/383

Icatian Priest



Creature — Human Cleric



1**: Target creature gets +1/+1 until end of turn.

Grelden knelt and felt the cool, dry hand of the priest on his brow. Hours later, when his wits returned, he was covered in his enemies' blood on the field of victory.

— Stephen Tappin

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 24/383

Icatian Priest



Creature — Human Cleric



1**: Target creature gets +1/+1 until end of turn.

Grelden knelt and felt the cool, dry hand of the priest on his brow. Hours later, when his wits returned, he was covered in his enemies' blood on the field of victory.

— Stephen Tappin

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 24/383

Icatian Priest



Creature — Human Cleric



1**: Target creature gets +1/+1 until end of turn.

Grelden knelt and felt the cool, dry hand of the priest on his brow. Hours later, when his wits returned, he was covered in his enemies' blood on the field of victory.

— Stephen Tappin

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 24/383

Icatian Priest



Creature — Human Cleric



1**: Target creature gets +1/+1 until end of turn.

Grelden knelt and felt the cool, dry hand of the priest on his brow. Hours later, when his wits returned, he was covered in his enemies' blood on the field of victory.

— Stephen Tappin

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 24/383

Icatian Priest



Creature — Human Cleric



1**: Target creature gets +1/+1 until end of turn.

Grelden knelt and felt the cool, dry hand of the priest on his brow. Hours later, when his wits returned, he was covered in his enemies' blood on the field of victory.

— Stephen Tappin

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 24/383

Icatian Priest



Creature — Human Cleric



1**: Target creature gets +1/+1 until end of turn.

Grelden knelt and felt the cool, dry hand of the priest on his brow. Hours later, when his wits returned, he was covered in his enemies' blood on the field of victory.

— Stephen Tappin

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 24/383

Icatian Priest



Creature — Human Cleric



1**: Target creature gets +1/+1 until end of turn.

Grelden knelt and felt the cool, dry hand of the priest on his brow. Hours later, when his wits returned, he was covered in his enemies' blood on the field of victory.

— Stephen Tappin

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 24/383