Ancestor's Chosen

5 White White



Creature — Human Cleric

First strike *(This creature deals combat damage before creatures without first strike.)*

When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Pete Venters

4/4

™ & © 1993–2007 Wizards of the Coast, Inc. 1/383

Ancestor's Chosen

5 White White

Creature — Human Cleric

First strike *(This creature deals combat damage before creatures without first strike.)*

When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Pete Venters

4/4

™ & © 1993–2007 Wizards of the Coast, Inc. 1/383

Ancestor's Chosen

5 White White

Creature — Human Cleric

First strike *(This creature deals combat damage before creatures without first strike.)*

When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Pete Venters

4/4

™ & © 1993–2007 Wizards of the Coast, Inc. 1/383

Ancestor's Chosen

5 White White

Creature — Human Cleric

First strike *(This creature deals combat damage before creatures without first strike.)*

When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Pete Venters

4/4

™ & © 1993–2007 Wizards of the Coast, Inc. 1/383

Ancestor's Chosen

5 White White

Creature — Human Cleric

First strike *(This creature deals combat damage before creatures without first strike.)*

When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Pete Venters

4/4

™ & © 1993–2007 Wizards of the Coast, Inc. 1/383

Ancestor's Chosen

5 White White

Creature — Human Cleric

First strike *(This creature deals combat damage before creatures without first strike.)*

When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Pete Venters

4/4

™ & © 1993–2007 Wizards of the Coast, Inc. 1/383

Ancestor's Chosen

5 White White

Creature — Human Cleric

First strike *(This creature deals combat damage before creatures without first strike.)*

When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Pete Venters

4/4

™ & © 1993–2007 Wizards of the Coast, Inc. 1/383

Ancestor's Chosen

5 White White

Creature — Human Cleric

First strike *(This creature deals combat damage before creatures without first strike.)*

When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Pete Venters

4/4

™ & © 1993–2007 Wizards of the Coast, Inc. 1/383

Ancestor's Chosen

5 White White

Creature — Human Cleric

First strike *(This creature deals combat damage before creatures without first strike.)*

When Ancestor's Chosen comes into play, you gain 1 life for each card in your graveyard.

Pete Venters

4/4

™ & © 1993–2007 Wizards of the Coast, Inc. 1/383