Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}



Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast

Tithe Taker {1}{W}

Creature — Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.

Afterlife 1 *(When this creature dies, create a 1/1 white and black Spirit creature token with flying.)*

2/1

027/259 R
RNA • EN
Aaron Miller

™ & © 2019 Wizards of the Coast