
Glory Bearers
3
Enchantment Creature — Human Cleric
Whenever another creature you control attacks, it gets +0/+1 until end of turn.
"We are bearers of the ancient light, keepers of sun-crowned Heliod's blessings. Fight, and the light will protect you!"
3/4
191 C
J22 • EN
Tyler Walpole
™ & © 2022 Wizards of the Coast

Glory Bearers
3
Enchantment Creature — Human Cleric
Whenever another creature you control attacks, it gets +0/+1 until end of turn.
"We are bearers of the ancient light, keepers of sun-crowned Heliod's blessings. Fight, and the light will protect you!"
3/4
191 C
J22 • EN
Tyler Walpole
™ & © 2022 Wizards of the Coast

Glory Bearers
3
Enchantment Creature — Human Cleric
Whenever another creature you control attacks, it gets +0/+1 until end of turn.
"We are bearers of the ancient light, keepers of sun-crowned Heliod's blessings. Fight, and the light will protect you!"
3/4
191 C
J22 • EN
Tyler Walpole
™ & © 2022 Wizards of the Coast

Glory Bearers
3
Enchantment Creature — Human Cleric
Whenever another creature you control attacks, it gets +0/+1 until end of turn.
"We are bearers of the ancient light, keepers of sun-crowned Heliod's blessings. Fight, and the light will protect you!"
3/4
191 C
J22 • EN
Tyler Walpole
™ & © 2022 Wizards of the Coast

Glory Bearers
3
Enchantment Creature — Human Cleric
Whenever another creature you control attacks, it gets +0/+1 until end of turn.
"We are bearers of the ancient light, keepers of sun-crowned Heliod's blessings. Fight, and the light will protect you!"
3/4
191 C
J22 • EN
Tyler Walpole
™ & © 2022 Wizards of the Coast

Glory Bearers
3
Enchantment Creature — Human Cleric
Whenever another creature you control attacks, it gets +0/+1 until end of turn.
"We are bearers of the ancient light, keepers of sun-crowned Heliod's blessings. Fight, and the light will protect you!"
3/4
191 C
J22 • EN
Tyler Walpole
™ & © 2022 Wizards of the Coast

Glory Bearers
3
Enchantment Creature — Human Cleric
Whenever another creature you control attacks, it gets +0/+1 until end of turn.
"We are bearers of the ancient light, keepers of sun-crowned Heliod's blessings. Fight, and the light will protect you!"
3/4
191 C
J22 • EN
Tyler Walpole
™ & © 2022 Wizards of the Coast

Glory Bearers
3
Enchantment Creature — Human Cleric
Whenever another creature you control attacks, it gets +0/+1 until end of turn.
"We are bearers of the ancient light, keepers of sun-crowned Heliod's blessings. Fight, and the light will protect you!"
3/4
191 C
J22 • EN
Tyler Walpole
™ & © 2022 Wizards of the Coast

Glory Bearers
3
Enchantment Creature — Human Cleric
Whenever another creature you control attacks, it gets +0/+1 until end of turn.
"We are bearers of the ancient light, keepers of sun-crowned Heliod's blessings. Fight, and the light will protect you!"
3/4
191 C
J22 • EN
Tyler Walpole
™ & © 2022 Wizards of the Coast