Anointed Peacekeeper

{2}{W}



Creature — Human Cleric

Vigilance

As Anointed Peacekeeper enters the battlefield, look at an opponent's hand, then choose any card name.

Spells your opponents cast with the chosen name cost {2} more to cast.

Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.

3/3

002/281 R
DMU • EN Tia Masic

™ & © 2022 Wizards of the Coast

Anointed Peacekeeper

{2}{W}



Creature — Human Cleric

Vigilance

As Anointed Peacekeeper enters the battlefield, look at an opponent's hand, then choose any card name.

Spells your opponents cast with the chosen name cost {2} more to cast.

Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.

3/3

002/281 R
DMU • EN Tia Masic

™ & © 2022 Wizards of the Coast

Anointed Peacekeeper

{2}{W}



Creature — Human Cleric

Vigilance

As Anointed Peacekeeper enters the battlefield, look at an opponent's hand, then choose any card name.

Spells your opponents cast with the chosen name cost {2} more to cast.

Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.

3/3

002/281 R
DMU • EN Tia Masic

™ & © 2022 Wizards of the Coast

Anointed Peacekeeper

{2}{W}



Creature — Human Cleric

Vigilance

As Anointed Peacekeeper enters the battlefield, look at an opponent's hand, then choose any card name.

Spells your opponents cast with the chosen name cost {2} more to cast.

Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.

3/3

002/281 R
DMU • EN Tia Masic

™ & © 2022 Wizards of the Coast