Archpriest of Iona



Creature — Human Cleric

Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.

*/2

005/280 R
ZNR • EN
Denman Rooke

™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona



Creature — Human Cleric

Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.

*/2

005/280 R
ZNR • EN
Denman Rooke

™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona



Creature — Human Cleric

Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.

*/2

005/280 R
ZNR • EN
Denman Rooke

™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona



Creature — Human Cleric

Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*

At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.

*/2

005/280 R
ZNR • EN
Denman Rooke

™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast

Archpriest of Iona
Creature — Human Cleric
Archpriest of Iona's power is equal to the number of creatures in your party. *(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)*
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.
*/2
005/280 R
ZNR • EN
Denman Rooke
™ & © 2020 Wizards of the Coast