Proctor of Potential



Creature — Human Cleric

Whenever this creature or another creature you control enters, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if you've scried or surveilled this turn. *(If a creature with a finality counter on it would die, exile it instead.)*

3/1

R 0145
FRA • EN Andrey Kuzinskiy

™ & © 2026 Wizards of the Coast

Proctor of Potential



Creature — Human Cleric

Whenever this creature or another creature you control enters, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if you've scried or surveilled this turn. *(If a creature with a finality counter on it would die, exile it instead.)*

3/1

R 0145
FRA • EN Andrey Kuzinskiy

™ & © 2026 Wizards of the Coast

Proctor of Potential



Creature — Human Cleric

Whenever this creature or another creature you control enters, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if you've scried or surveilled this turn. *(If a creature with a finality counter on it would die, exile it instead.)*

3/1

R 0145
FRA • EN Andrey Kuzinskiy

™ & © 2026 Wizards of the Coast

Proctor of Potential



Creature — Human Cleric

Whenever this creature or another creature you control enters, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if you've scried or surveilled this turn. *(If a creature with a finality counter on it would die, exile it instead.)*

3/1

R 0145
FRA • EN Andrey Kuzinskiy

™ & © 2026 Wizards of the Coast