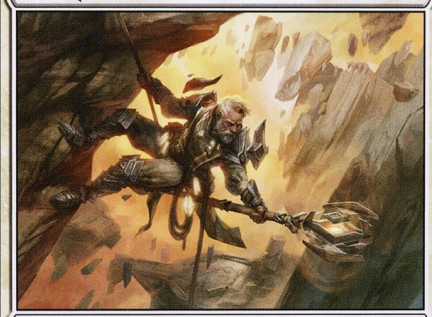
## Archpriest of Iona



**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.)*

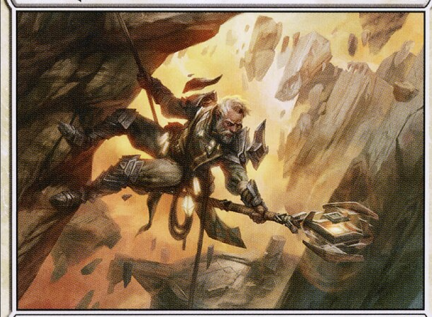
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.

*/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.)*

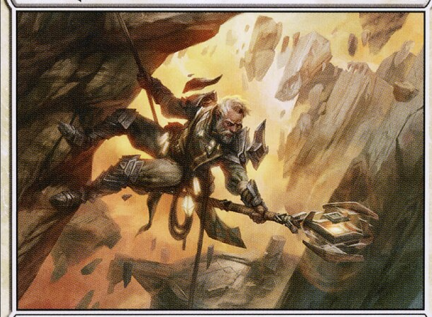
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.

*/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.)*

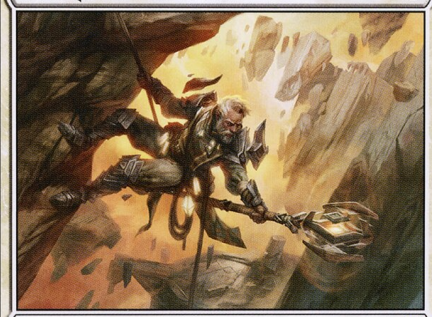
At the beginning of combat on your turn, if you have a full party, target creature gets +1/+1 and gains flying until end of turn.

*/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