Thraben Doomsayer



Creature — Human Cleric

: Put a 1/1 white Human creature token onto the battlefield.

Fateful hour — As long as you have 5 or less life, other creatures you control get +2/+2.

"Swarms of the unhallowed claw at Thraben's gates! Do you still deny the end approaches?"

2/2

John Stanko

™ & © 1993–2012 Wizards of the Coast LLC 25/158

Thraben Doomsayer

Creature — Human Cleric

: Put a 1/1 white Human creature token onto the battlefield.

Fateful hour — As long as you have 5 or less life, other creatures you control get +2/+2.

"Swarms of the unhallowed claw at Thraben's gates! Do you still deny the end approaches?"

2/2

John Stanko

™ & © 1993–2012 Wizards of the Coast LLC 25/158

Thraben Doomsayer

Creature — Human Cleric

: Put a 1/1 white Human creature token onto the battlefield.

Fateful hour — As long as you have 5 or less life, other creatures you control get +2/+2.

"Swarms of the unhallowed claw at Thraben's gates! Do you still deny the end approaches?"

2/2

John Stanko

™ & © 1993–2012 Wizards of the Coast LLC 25/158

Thraben Doomsayer



Creature — Human Cleric

: Put a 1/1 white Human creature token onto the battlefield.

Fateful hour — As long as you have 5 or less life, other creatures you control get +2/+2.

"Swarms of the unhallowed claw at Thraben's gates! Do you still deny the end approaches?"

2/2

John Stanko

™ & © 1993–2012 Wizards of the Coast LLC 25/158

Thraben Doomsayer

Creature — Human Cleric

: Put a 1/1 white Human creature token onto the battlefield.

Fateful hour — As long as you have 5 or less life, other creatures you control get +2/+2.

"Swarms of the unhallowed claw at Thraben's gates! Do you still deny the end approaches?"

2/2

John Stanko

™ & © 1993–2012 Wizards of the Coast LLC 25/158

Thraben Doomsayer

Creature — Human Cleric

: Put a 1/1 white Human creature token onto the battlefield.

Fateful hour — As long as you have 5 or less life, other creatures you control get +2/+2.

"Swarms of the unhallowed claw at Thraben's gates! Do you still deny the end approaches?"

2/2

John Stanko

™ & © 1993–2012 Wizards of the Coast LLC 25/158

Thraben Doomsayer



Creature — Human Cleric

: Put a 1/1 white Human creature token onto the battlefield.

Fateful hour — As long as you have 5 or less life, other creatures you control get +2/+2.

"Swarms of the unhallowed claw at Thraben's gates! Do you still deny the end approaches?"

2/2

John Stanko

™ & © 1993–2012 Wizards of the Coast LLC 25/158

Thraben Doomsayer

Creature — Human Cleric

: Put a 1/1 white Human creature token onto the battlefield.

Fateful hour — As long as you have 5 or less life, other creatures you control get +2/+2.

"Swarms of the unhallowed claw at Thraben's gates! Do you still deny the end approaches?"

2/2

John Stanko

™ & © 1993–2012 Wizards of the Coast LLC 25/158

Thraben Doomsayer

Creature — Human Cleric

: Put a 1/1 white Human creature token onto the battlefield.

Fateful hour — As long as you have 5 or less life, other creatures you control get +2/+2.

"Swarms of the unhallowed claw at Thraben's gates! Do you still deny the end approaches?"

2/2

John Stanko

™ & © 1993–2012 Wizards of the Coast LLC 25/158