Dawnbringer Cleric {1}{W}



Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}



Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}



Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}



Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast

Dawnbringer Cleric {1}{W}

Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —
- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

009/281 C
AFR • EN ✎ Lie Setiawan
™ & © 2021 Wizards of the Coast