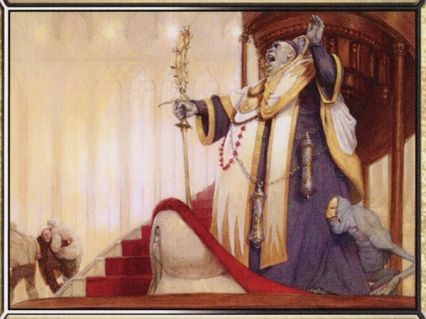
Orzhov Pontiff



Creature — Human Cleric

Haunt *(When this creature dies, exile it haunting target creature.)*

When Orzhov Pontiff enters the battlefield or the creature it haunts dies, choose one —

- Creatures you control get +1/+1 until end of turn.
- Creatures you don't control get -1/-1 until end of turn.

1/1

261/331 U
2X2 • EN ✍ Adam Rex

™ & © 2022 Wizards of the Coast

Orzhov Pontiff

Creature — Human Cleric

Haunt *(When this creature dies, exile it haunting target creature.)*

When Orzhov Pontiff enters the battlefield or the creature it haunts dies, choose one —

- Creatures you control get +1/+1 until end of turn.
- Creatures you don't control get -1/-1 until end of turn.

1/1

261/331 U
2X2 • EN ✍ Adam Rex

™ & © 2022 Wizards of the Coast

Orzhov Pontiff

Creature — Human Cleric

Haunt *(When this creature dies, exile it haunting target creature.)*

When Orzhov Pontiff enters the battlefield or the creature it haunts dies, choose one —

- Creatures you control get +1/+1 until end of turn.
- Creatures you don't control get -1/-1 until end of turn.

1/1

261/331 U
2X2 • EN ✍ Adam Rex

™ & © 2022 Wizards of the Coast

Orzhov Pontiff

Creature — Human Cleric

Haunt *(When this creature dies, exile it haunting target creature.)*

When Orzhov Pontiff enters the battlefield or the creature it haunts dies, choose one —

- Creatures you control get +1/+1 until end of turn.
- Creatures you don't control get -1/-1 until end of turn.

1/1

261/331 U
2X2 • EN ✍ Adam Rex

™ & © 2022 Wizards of the Coast

Orzhov Pontiff

Creature — Human Cleric

Haunt *(When this creature dies, exile it haunting target creature.)*

When Orzhov Pontiff enters the battlefield or the creature it haunts dies, choose one —

- Creatures you control get +1/+1 until end of turn.
- Creatures you don't control get -1/-1 until end of turn.

1/1

261/331 U
2X2 • EN ✍ Adam Rex

™ & © 2022 Wizards of the Coast