

Essence Channeler

1



Creature — Bat Cleric

As long as you've lost life this turn, Essence Channeler has flying and vigilance.

Whenever you gain life, put a +1/+1 counter on Essence Channeler.

When Essence Channeler dies, put its counters on target creature you control.

R 0012

BLB • EN

WYLLIE BECKERT

™ & © 2024 Wizards of the Coast

2/1

Essence Channeler

1



Creature — Bat Cleric

As long as you've lost life this turn, Essence Channeler has flying and vigilance.

Whenever you gain life, put a +1/+1 counter on Essence Channeler.

When Essence Channeler dies, put its counters on target creature you control.

R 0012

BLB • EN

WYLLIE BECKERT

™ & © 2024 Wizards of the Coast

2/1

Essence Channeler

1



Creature — Bat Cleric

As long as you've lost life this turn, Essence Channeler has flying and vigilance.

Whenever you gain life, put a +1/+1 counter on Essence Channeler.

When Essence Channeler dies, put its counters on target creature you control.

R 0012

BLB • EN

WYLLIE BECKERT

™ & © 2024 Wizards of the Coast

2/1

Essence Channeler

1



Creature — Bat Cleric

As long as you've lost life this turn, Essence Channeler has flying and vigilance.

Whenever you gain life, put a +1/+1 counter on Essence Channeler.

When Essence Channeler dies, put its counters on target creature you control.

R 0012

BLB • EN

WYLLIE BECKERT

™ & © 2024 Wizards of the Coast

2/1

Essence Channeler

1



Creature — Bat Cleric

As long as you've lost life this turn, Essence Channeler has flying and vigilance.

Whenever you gain life, put a +1/+1 counter on Essence Channeler.

When Essence Channeler dies, put its counters on target creature you control.

R 0012

BLB • EN

WYLLIE BECKERT

™ & © 2024 Wizards of the Coast

2/1

Essence Channeler

1



Creature — Bat Cleric

As long as you've lost life this turn, Essence Channeler has flying and vigilance.

Whenever you gain life, put a +1/+1 counter on Essence Channeler.

When Essence Channeler dies, put its counters on target creature you control.

R 0012

BLB • EN

WYLLIE BECKERT

™ & © 2024 Wizards of the Coast

2/1

Essence Channeler

1



Creature — Bat Cleric

As long as you've lost life this turn, Essence Channeler has flying and vigilance.

Whenever you gain life, put a +1/+1 counter on Essence Channeler.

When Essence Channeler dies, put its counters on target creature you control.

R 0012

BLB • EN

WYLLIE BECKERT

™ & © 2024 Wizards of the Coast

2/1

Essence Channeler

1



Creature — Bat Cleric

As long as you've lost life this turn, Essence Channeler has flying and vigilance.

Whenever you gain life, put a +1/+1 counter on Essence Channeler.

When Essence Channeler dies, put its counters on target creature you control.

R 0012

BLB • EN

WYLLIE BECKERT

™ & © 2024 Wizards of the Coast

2/1

Essence Channeler

1



Creature — Bat Cleric

As long as you've lost life this turn, Essence Channeler has flying and vigilance.

Whenever you gain life, put a +1/+1 counter on Essence Channeler.

When Essence Channeler dies, put its counters on target creature you control.

R 0012

BLB • EN

WYLLIE BECKERT

™ & © 2024 Wizards of the Coast

2/1