Saltfield Recluse 2W



Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W



Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W



Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W



Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165

Saltfield Recluse 2W

Creature — Human Rebel Cleric

T: Target creature gets -2/-0 until end of turn.

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

Brian Despain

1/2

™ & © 1993–2007 Wizards of the Coast, Inc. 16/165