Unflinching Hortimancer 1



Creature — Human Cleric

Ward 1 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 1.)*

Whenever you gain life, put a +1/+1 counter on this creature.

Battlefield medicine is as much about timing as it is healing. A perfect remedy is worthless if it comes too late.

2/1

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