Samite Healer 1W



Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W



Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W



Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W



Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350

Samite Healer 1W

Creature — Cleric 8

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Anson Maddocks

1/1

™ & © 1993–2003 Wizards of the Coast, Inc. 41/350