The Archimandrite 2



Legendary Creature — Human Advisor

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

Whenever you gain life, each Advisor, Artificer, and Monk you control gains vigilance and gets +X/+0 until end of turn, where X is the amount of life you gained.

Tap three untapped Advisors, Artificers, and/or Monks you control: Draw a card.

0/5

0086 / 1158R
BRC • EN ✒ Cristi Balanescu

The Archimandrite 2

Legendary Creature — Human Advisor

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

Whenever you gain life, each Advisor, Artificer, and Monk you control gains vigilance and gets +X/+0 until end of turn, where X is the amount of life you gained.

Tap three untapped Advisors, Artificers, and/or Monks you control: Draw a card.

0/5

0086 / 1158R
BRC • EN ✒ Cristi Balanescu

The Archimandrite 2

Legendary Creature — Human Advisor

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

Whenever you gain life, each Advisor, Artificer, and Monk you control gains vigilance and gets +X/+0 until end of turn, where X is the amount of life you gained.

Tap three untapped Advisors, Artificers, and/or Monks you control: Draw a card.

0/5

0086 / 1158R
BRC • EN ✒ Cristi Balanescu

The Archimandrite 2

Legendary Creature — Human Advisor

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

Whenever you gain life, each Advisor, Artificer, and Monk you control gains vigilance and gets +X/+0 until end of turn, where X is the amount of life you gained.

Tap three untapped Advisors, Artificers, and/or Monks you control: Draw a card.

0/5

0086 / 1158R
BRC • EN ✒ Cristi Balanescu

The Archimandrite 2

Legendary Creature — Human Advisor

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

Whenever you gain life, each Advisor, Artificer, and Monk you control gains vigilance and gets +X/+0 until end of turn, where X is the amount of life you gained.

Tap three untapped Advisors, Artificers, and/or Monks you control: Draw a card.

0/5

0086 / 1158R
BRC • EN ✒ Cristi Balanescu

The Archimandrite 2

Legendary Creature — Human Advisor

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

Whenever you gain life, each Advisor, Artificer, and Monk you control gains vigilance and gets +X/+0 until end of turn, where X is the amount of life you gained.

Tap three untapped Advisors, Artificers, and/or Monks you control: Draw a card.

0/5

0086 / 1158R
BRC • EN ✒ Cristi Balanescu

The Archimandrite 2

Legendary Creature — Human Advisor

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

Whenever you gain life, each Advisor, Artificer, and Monk you control gains vigilance and gets +X/+0 until end of turn, where X is the amount of life you gained.

Tap three untapped Advisors, Artificers, and/or Monks you control: Draw a card.

0/5

0086 / 1158R
BRC • EN ✒ Cristi Balanescu

The Archimandrite 2

Legendary Creature — Human Advisor

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

Whenever you gain life, each Advisor, Artificer, and Monk you control gains vigilance and gets +X/+0 until end of turn, where X is the amount of life you gained.

Tap three untapped Advisors, Artificers, and/or Monks you control: Draw a card.

0/5

0086 / 1158R
BRC • EN ✒ Cristi Balanescu

The Archimandrite 2

Legendary Creature — Human Advisor

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

Whenever you gain life, each Advisor, Artificer, and Monk you control gains vigilance and gets +X/+0 until end of turn, where X is the amount of life you gained.

Tap three untapped Advisors, Artificers, and/or Monks you control: Draw a card.

0/5

0086 / 1158R
BRC • EN ✒ Cristi Balanescu