Orzhov Advokist



Creature — Human Advisor

At the beginning of your upkeep, each player may put two +1/+1 counters on a creature they control. If a player does, creatures that player controls can't attack you or planeswalkers you control until your next turn.

The Orzhov care not for repentance, only repayment.

1/4

207 U
NCC • EN
Jason A. Engle

™ & © 2022 Wizards of the Coast

Orzhov Advokist

Creature — Human Advisor

At the beginning of your upkeep, each player may put two +1/+1 counters on a creature they control. If a player does, creatures that player controls can't attack you or planeswalkers you control until your next turn.

The Orzhov care not for repentance, only repayment.

1/4

207 U
NCC • EN
Jason A. Engle

™ & © 2022 Wizards of the Coast

Orzhov Advokist

Creature — Human Advisor

At the beginning of your upkeep, each player may put two +1/+1 counters on a creature they control. If a player does, creatures that player controls can't attack you or planeswalkers you control until your next turn.

The Orzhov care not for repentance, only repayment.

1/4

207 U
NCC • EN
Jason A. Engle

™ & © 2022 Wizards of the Coast

Orzhov Advokist

Creature — Human Advisor

At the beginning of your upkeep, each player may put two +1/+1 counters on a creature they control. If a player does, creatures that player controls can't attack you or planeswalkers you control until your next turn.

The Orzhov care not for repentance, only repayment.

1/4

207 U
NCC • EN
Jason A. Engle

™ & © 2022 Wizards of the Coast

Orzhov Advokist

Creature — Human Advisor

At the beginning of your upkeep, each player may put two +1/+1 counters on a creature they control. If a player does, creatures that player controls can't attack you or planeswalkers you control until your next turn.

The Orzhov care not for repentance, only repayment.

1/4

207 U
NCC • EN
Jason A. Engle

™ & © 2022 Wizards of the Coast

Orzhov Advokist

Creature — Human Advisor

At the beginning of your upkeep, each player may put two +1/+1 counters on a creature they control. If a player does, creatures that player controls can't attack you or planeswalkers you control until your next turn.

The Orzhov care not for repentance, only repayment.

1/4

207 U
NCC • EN
Jason A. Engle

™ & © 2022 Wizards of the Coast

Orzhov Advokist

Creature — Human Advisor

At the beginning of your upkeep, each player may put two +1/+1 counters on a creature they control. If a player does, creatures that player controls can't attack you or planeswalkers you control until your next turn.

The Orzhov care not for repentance, only repayment.

1/4

207 U
NCC • EN
Jason A. Engle

™ & © 2022 Wizards of the Coast

Orzhov Advokist

Creature — Human Advisor

At the beginning of your upkeep, each player may put two +1/+1 counters on a creature they control. If a player does, creatures that player controls can't attack you or planeswalkers you control until your next turn.

The Orzhov care not for repentance, only repayment.

1/4

207 U
NCC • EN
Jason A. Engle

™ & © 2022 Wizards of the Coast

Orzhov Advokist

Creature — Human Advisor

At the beginning of your upkeep, each player may put two +1/+1 counters on a creature they control. If a player does, creatures that player controls can't attack you or planeswalkers you control until your next turn.

The Orzhov care not for repentance, only repayment.

1/4

207 U
NCC • EN
Jason A. Engle

™ & © 2022 Wizards of the Coast