Apothecary Initiate



Creature — Kithkin Cleric

Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

Kithkin jealously hoard their knowledge of poultices and remedies so that no outside threat can benefit from their wisdom.

Kev Walker

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/301

Apothecary Initiate

Creature — Kithkin Cleric

Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

Kithkin jealously hoard their knowledge of poultices and remedies so that no outside threat can benefit from their wisdom.

Kev Walker

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/301

Apothecary Initiate

Creature — Kithkin Cleric

Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

Kithkin jealously hoard their knowledge of poultices and remedies so that no outside threat can benefit from their wisdom.

Kev Walker

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/301

Apothecary Initiate

Creature — Kithkin Cleric

Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

Kithkin jealously hoard their knowledge of poultices and remedies so that no outside threat can benefit from their wisdom.

Kev Walker

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/301