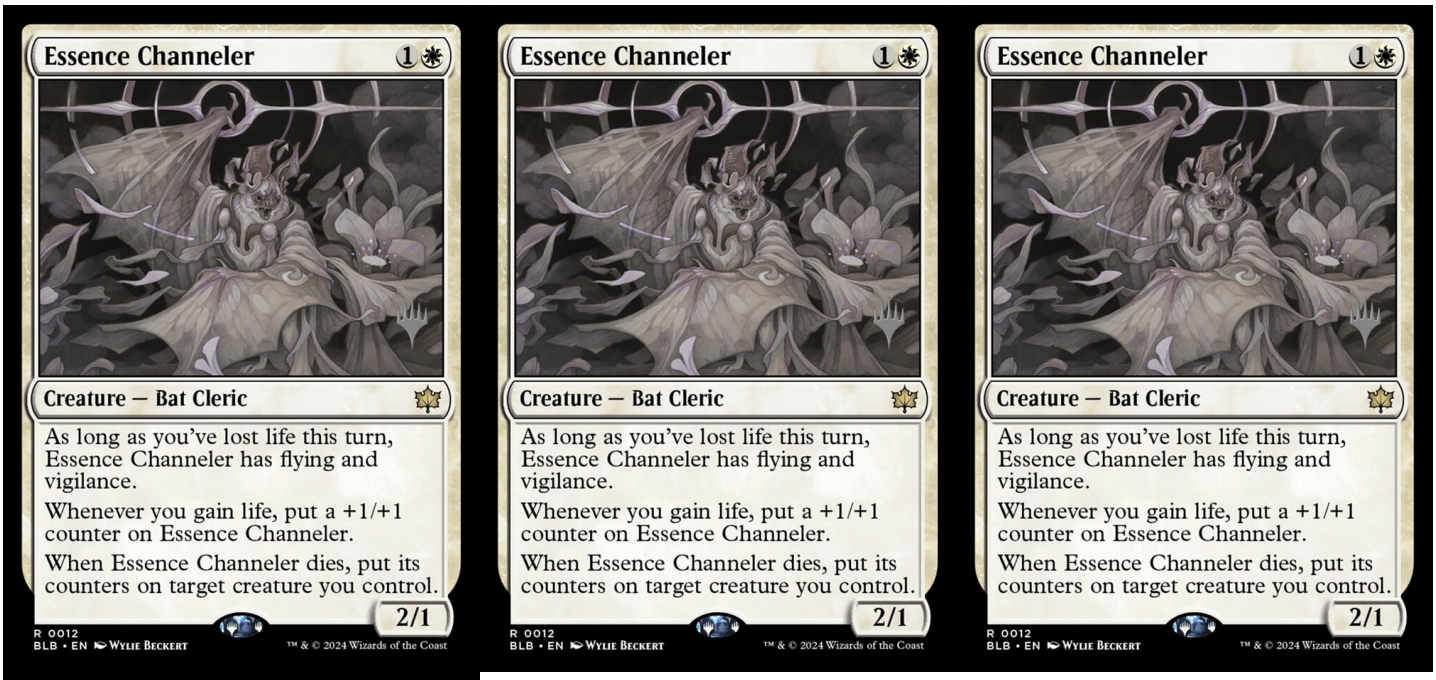
Essence Channeler
1
Creature — Bat Cleric
As long as you've lost life this turn, Essence Channeler has flying and vigilance.
Whenever you gain life, put a +1/+1 counter on Essence Channeler.
When Essence Channeler dies, put its counters on target creature you control.
2/1
R 0012
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