Orim



Character

Your creatures can block as though they had flying.

Trained in the Samite arts, Orim serves as the healer aboard the Weatherlight. *She is quick with languages and was educated at the same Argivian university as Hanna. A student by nature, Orim keeps a diary of all her new discoveries—both physical and spiritual—during her travels.*

Starting & Max. Hand Size: +0

Starting Life: +12

Illus. Rebecca Guay

™ and © 1997 Wizards of the Coast, Inc. All rights reserved.

Orim

Character

Your creatures can block as though they had flying.

Trained in the Samite arts, Orim serves as the healer aboard the Weatherlight. She is quick with languages and was educated at the same Argivian university as Hanna. A student by nature, Orim keeps a diary of all her new discoveries—both physical and spiritual—during her travels.

Starting & Max. Hand Size: +0

Starting Life: +12

Illus. Rebecca Guay

™ and © 1997 Wizards of the Coast, Inc. All rights reserved.

Orim

Character

Your creatures can block as though they had flying.

Trained in the Samite arts, Orim serves as the healer aboard the Weatherlight. She is quick with languages and was educated at the same Argivian university as Hanna. A student by nature, Orim keeps a diary of all her new discoveries—both physical and spiritual—during her travels.

Starting & Max. Hand Size: +0

Starting Life: +12

Illus. Rebecca Guay

™ and © 1997 Wizards of the Coast, Inc. All rights reserved.

Orim

Character

Your creatures can block as though they had flying.

Trained in the Samite arts, Orim serves as the healer aboard the Weatherlight. She is quick with languages and was educated at the same Argivian university as Hanna. A student by nature, Orim keeps a diary of all her new discoveries—both physical and spiritual—during her travels.

Starting & Max. Hand Size: +0

Starting Life: +12

Illus. Rebecca Guay

™ and © 1997 Wizards of the Coast, Inc. All rights reserved.