Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4

Teroh's Faithful 3



Creature — Cleric

When Teroh's Faithful comes into play, you gain 4 life.

The light of reason follows them even into battle.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2002 Wizards of the Coast, Inc. 18/143
1/4