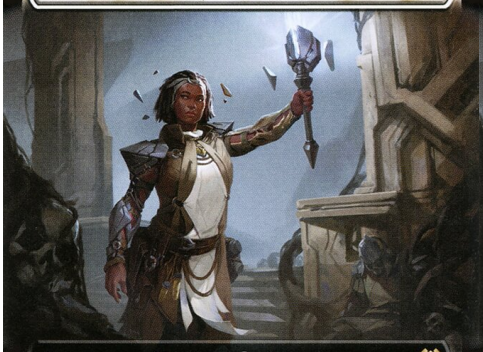
Luminarch Aspirant 1



Creature — Human Cleric

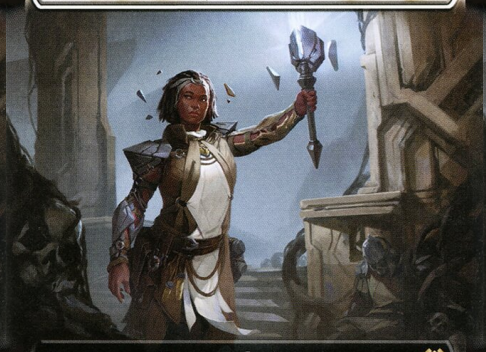
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

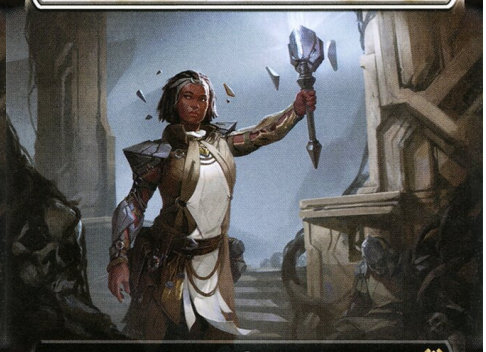
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

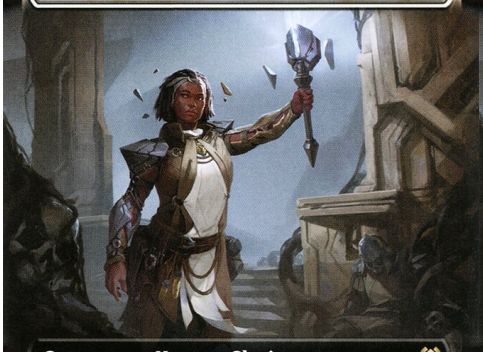
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

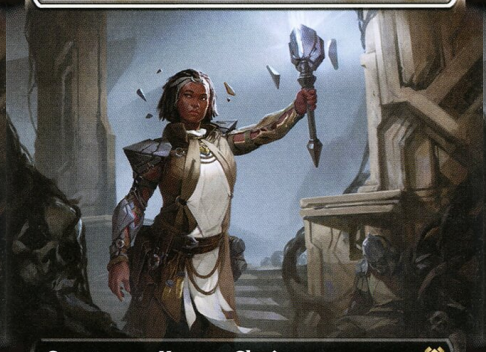
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

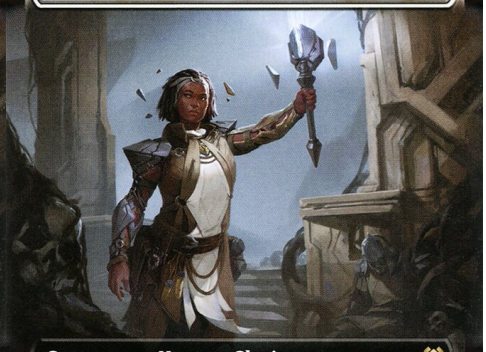
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

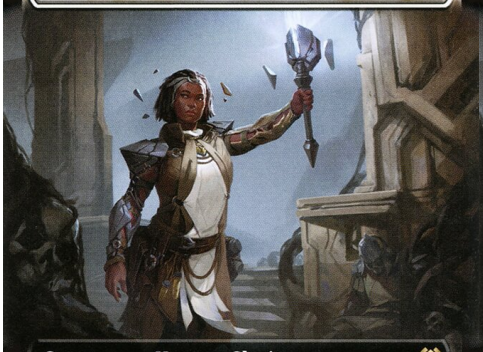
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

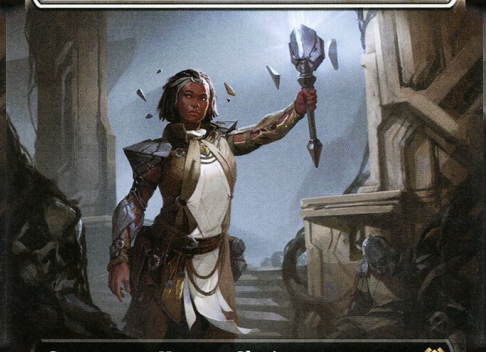
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

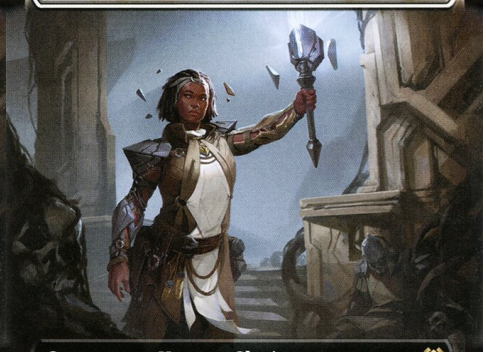
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

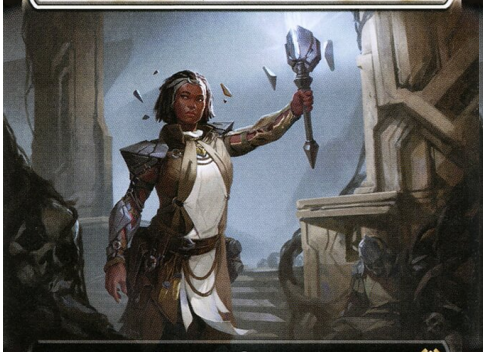
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

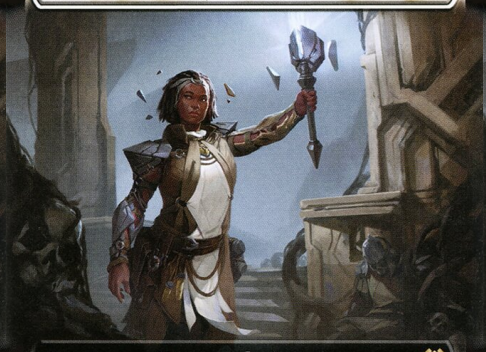
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

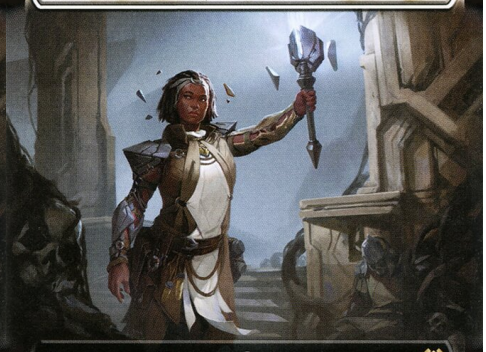
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

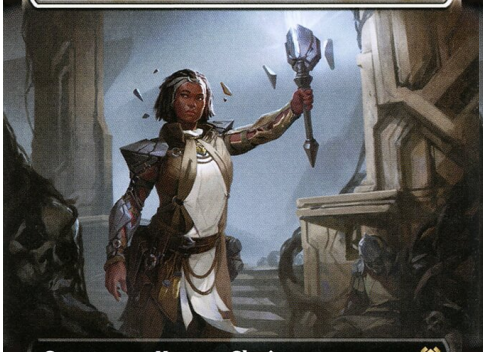
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

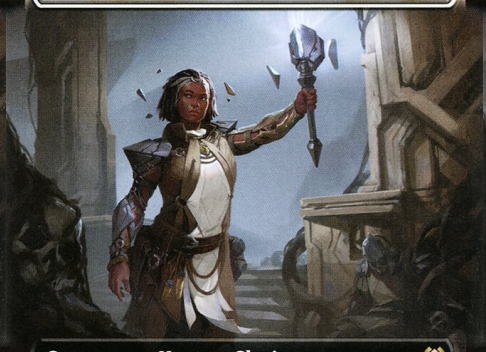
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

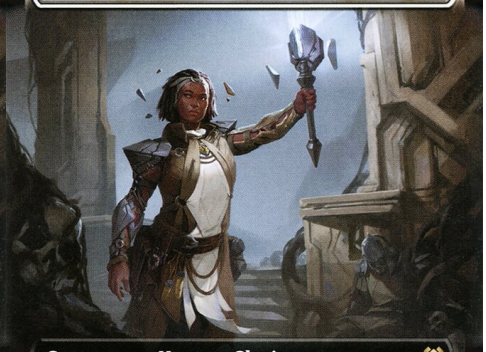
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

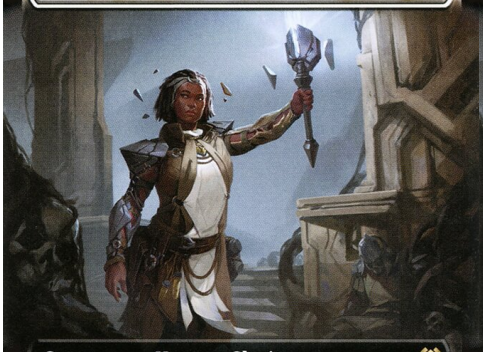
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

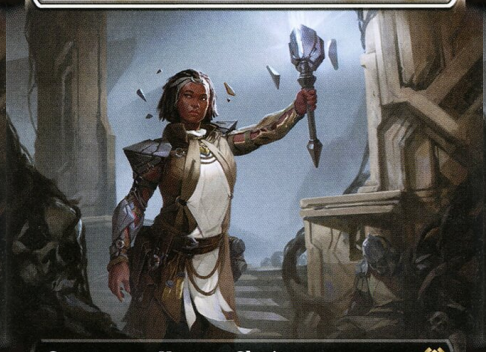
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

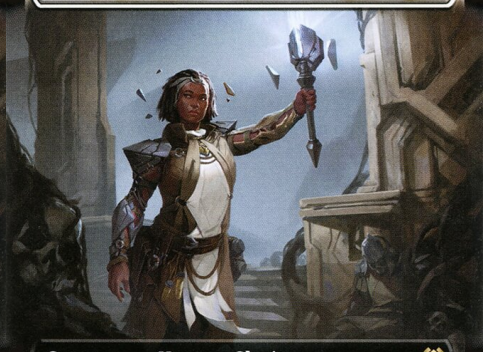
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

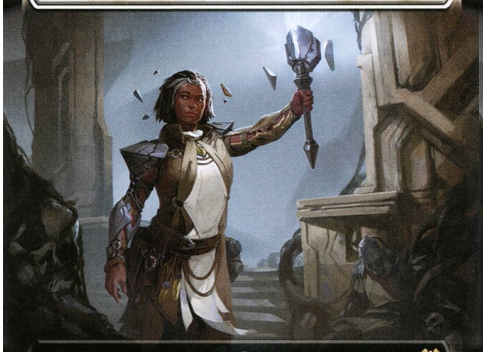
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

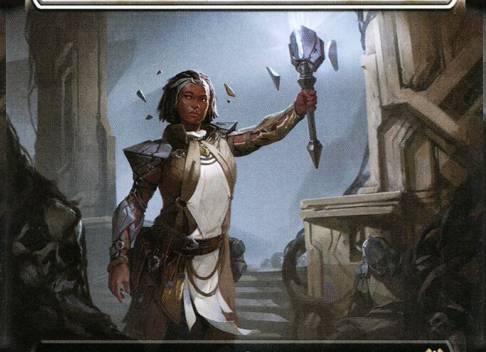
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

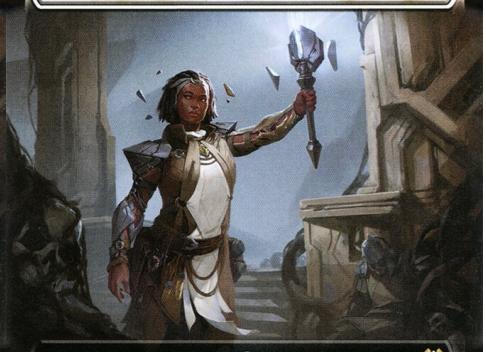
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

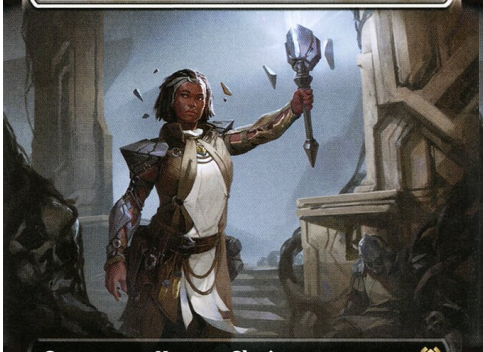
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

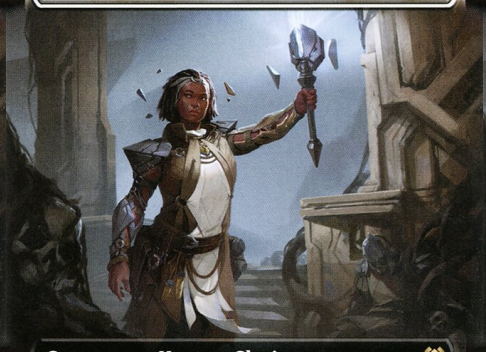
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

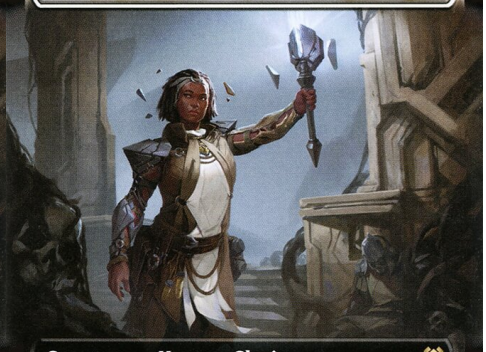
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

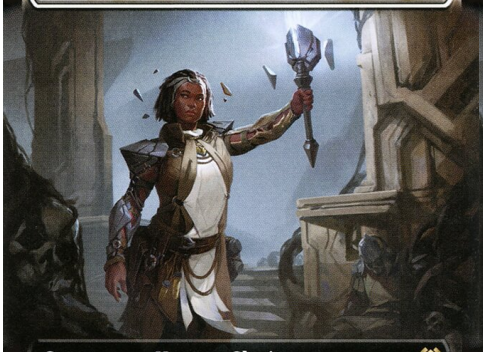
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

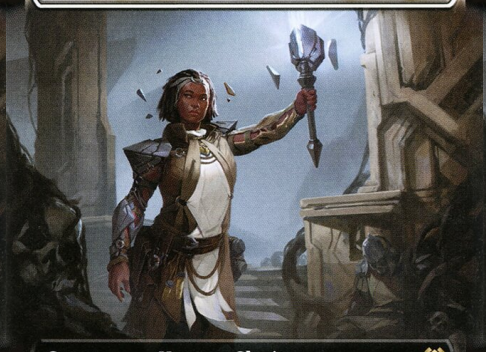
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

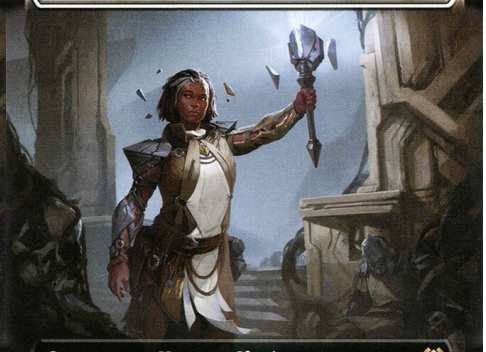
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

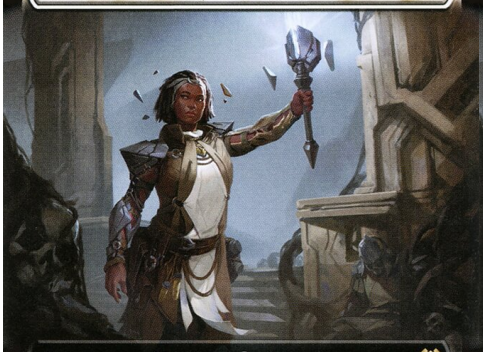
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

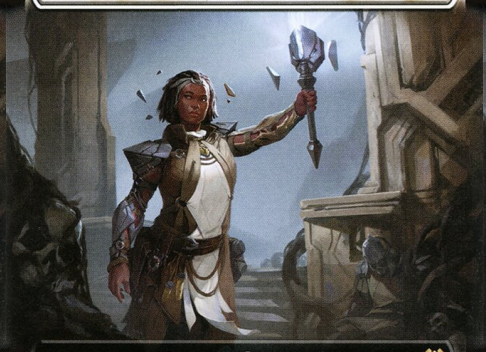
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

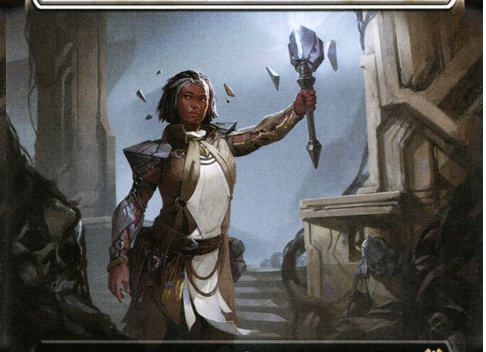
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

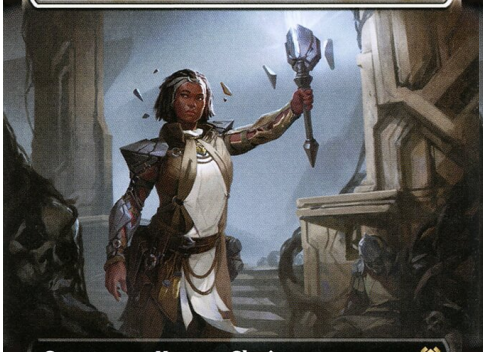
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

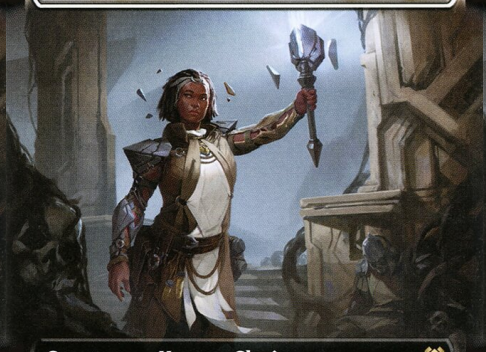
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

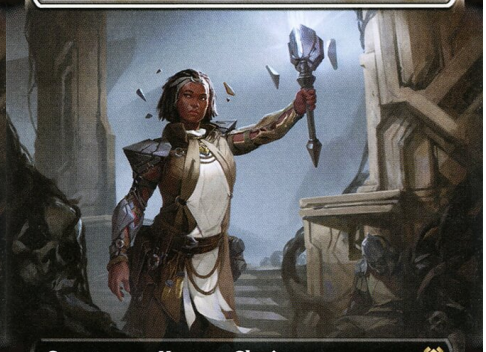
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

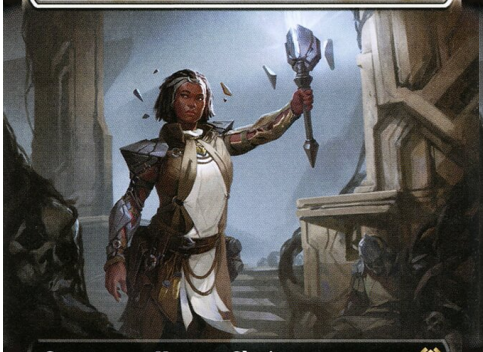
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

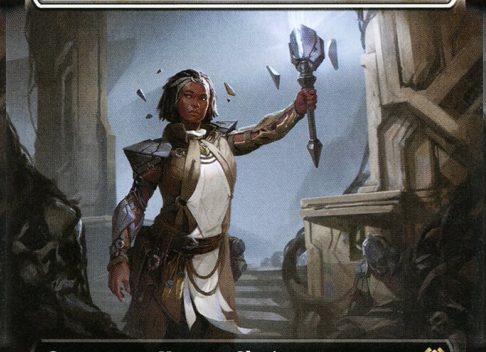
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

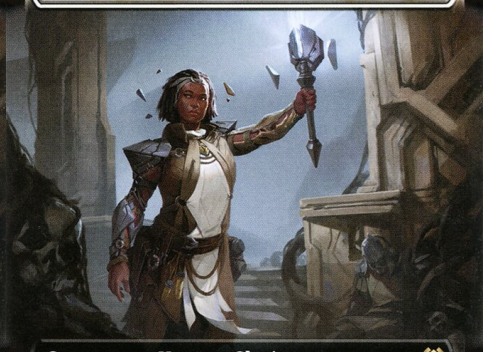
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast

Luminarch Aspirant 1



Creature — Human Cleric

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

319 R
ZNR • EN Mads Ahm

™ & © 2020 Wizards of the Coast