Disciple of Grace 1



Creature — Cleric

Protection from black
Cycling 2 (2, Discard this card from your hand: Draw a card.)
Dread was as foreign to her as the landscape ahead.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 25/350
1/2

Disciple of Grace 1

Creature — Cleric

Protection from black
Cycling 2 (2, Discard this card from your hand: Draw a card.)
Dread was as foreign to her as the landscape ahead.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 25/350
1/2

Disciple of Grace 1

Creature — Cleric

Protection from black
Cycling 2 (2, Discard this card from your hand: Draw a card.)
Dread was as foreign to her as the landscape ahead.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 25/350
1/2

Disciple of Grace 1



Creature — Cleric

Protection from black
Cycling 2 (2, Discard this card from your hand: Draw a card.)
Dread was as foreign to her as the landscape ahead.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 25/350
1/2

Disciple of Grace 1

Creature — Cleric

Protection from black
Cycling 2 (2, Discard this card from your hand: Draw a card.)
Dread was as foreign to her as the landscape ahead.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 25/350
1/2

Disciple of Grace 1

Creature — Cleric

Protection from black
Cycling 2 (2, Discard this card from your hand: Draw a card.)
Dread was as foreign to her as the landscape ahead.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 25/350
1/2

Disciple of Grace 1



Creature — Cleric

Protection from black
Cycling 2 (2, Discard this card from your hand: Draw a card.)
Dread was as foreign to her as the landscape ahead.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 25/350
1/2

Disciple of Grace 1

Creature — Cleric

Protection from black
Cycling 2 (2, Discard this card from your hand: Draw a card.)
Dread was as foreign to her as the landscape ahead.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 25/350
1/2

Disciple of Grace 1

Creature — Cleric

Protection from black
Cycling 2 (2, Discard this card from your hand: Draw a card.)
Dread was as foreign to her as the landscape ahead.

Illus. Thomas M. Baxa
™ & © 1993–2002 Wizards of the Coast, Inc. 25/350
1/2