Sanctifier *en*-Vec



Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec



Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec



Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec



Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2

Sanctifier *en*-Vec

Creature — Human Cleric

Protection from black and from red

When Sanctifier *en*-Vec enters the battlefield, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

Illus. Michael C. Hayes
™ & © 2021 Wizards of the Coast 386

2/2