Martyr's Cry



Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry



Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry



Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry



Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges

Martyr's Cry

Sorcery

All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.
*"It is only fitting that one such as I should die in pursuit of knowledge."*
*—Vervamon the Elder*

Illus. © 1994 Jeff A. Menges