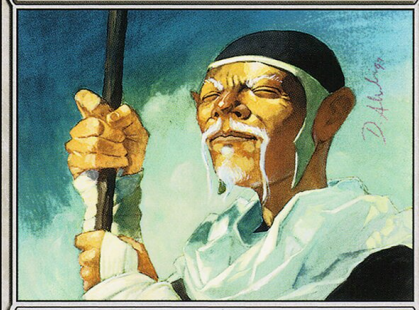
Venerable Monk 2W



Creature — Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

D. Alexander Gregory

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 55/350

Venerable Monk 2W

Creature — Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

D. Alexander Gregory

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 55/350

Venerable Monk 2W

Creature — Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

D. Alexander Gregory

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 55/350

Venerable Monk 2W

Creature — Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

D. Alexander Gregory

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 55/350

Venerable Monk 2W

Creature — Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

D. Alexander Gregory

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 55/350

Venerable Monk 2W

Creature — Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

D. Alexander Gregory

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 55/350

Venerable Monk 2W

Creature — Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

D. Alexander Gregory

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 55/350

Venerable Monk 2W

Creature — Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

D. Alexander Gregory

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 55/350

Venerable Monk 2W

Creature — Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

D. Alexander Gregory

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 55/350

Venerable Monk 2W

Creature — Cleric

When Venerable Monk comes into play, you gain 2 life.

Age wears the flesh but galvanizes the soul.

D. Alexander Gregory

2/2

™ & © 1993–2003 Wizards of the Coast, Inc. 55/350