Clergy en-Vec 1



Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1



Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1



Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1



Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1

Clergy en-Vec 1

Summon Cleric

: Prevent 1 damage to any creature or player.

"Faith's shield is hammered out by the blows of unbelievers."
—*Oracle* en-*Vec*

Illus. Heather Hudson
©1997 Wizards of the Coast, Inc.
1/1