Disciple of the Vault



Creature — Human Cleric

Whenever an artifact is put into a graveyard from play, you may have target opponent lose 1 life.

He stands in the shadow of his lord, Geth, drinking in the dark energies of the Vault.

Matt Thompson

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 62/306

Disciple of the Vault

Creature — Human Cleric

Whenever an artifact is put into a graveyard from play, you may have target opponent lose 1 life.

He stands in the shadow of his lord, Geth, drinking in the dark energies of the Vault.

Matt Thompson

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 62/306

Disciple of the Vault

Creature — Human Cleric

Whenever an artifact is put into a graveyard from play, you may have target opponent lose 1 life.

He stands in the shadow of his lord, Geth, drinking in the dark energies of the Vault.

Matt Thompson

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 62/306

Disciple of the Vault

Creature — Human Cleric

Whenever an artifact is put into a graveyard from play, you may have target opponent lose 1 life.

He stands in the shadow of his lord, Geth, drinking in the dark energies of the Vault.

Matt Thompson

1/1

™ & © 1993-2003 Wizards of the Coast, Inc. 62/306