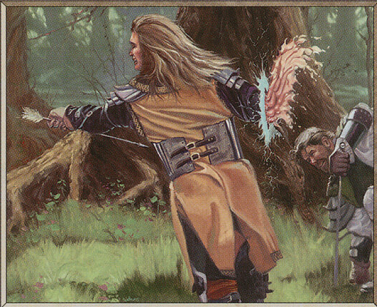


Defender en-Vec

3 *



Creature — Cleric

Fading 4 (This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

Remove a fade counter from Defender en-Vec: Prevent the next 2 damage that would be dealt to target creature or player this turn.

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