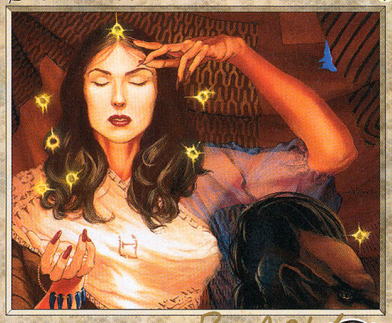
Soul Warden



Summon Cleric

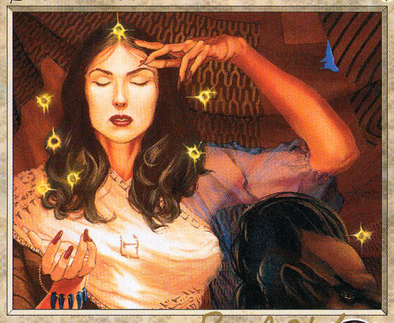
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

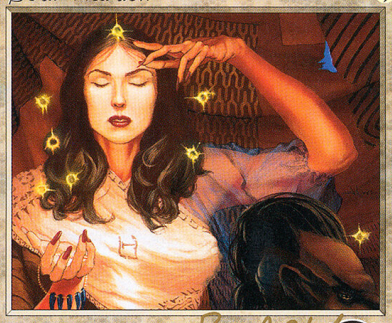
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

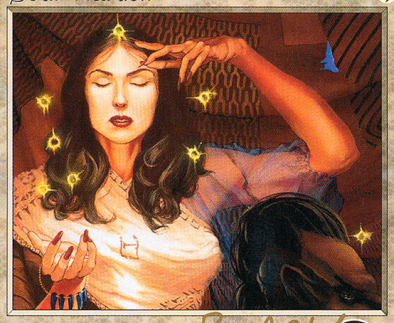
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

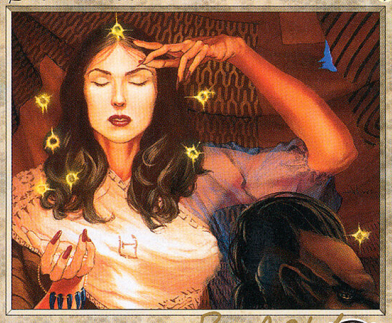
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

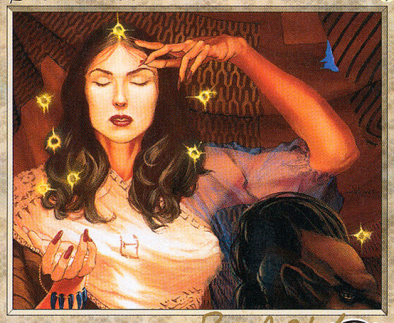
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

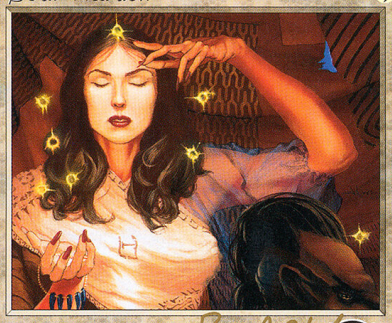
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

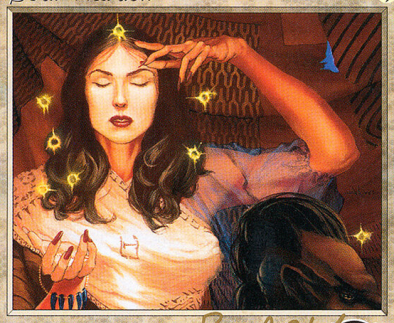
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

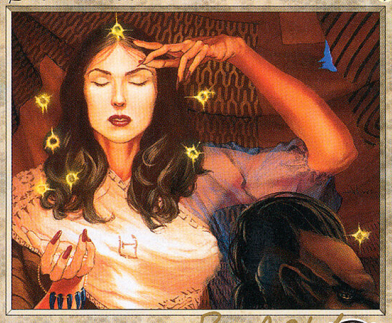
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

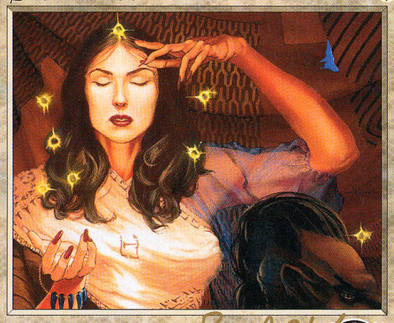
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

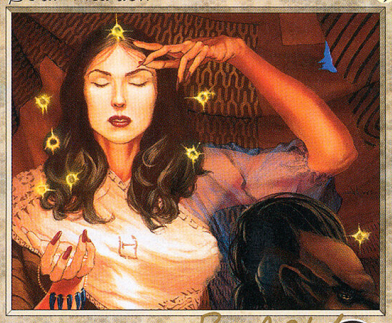
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

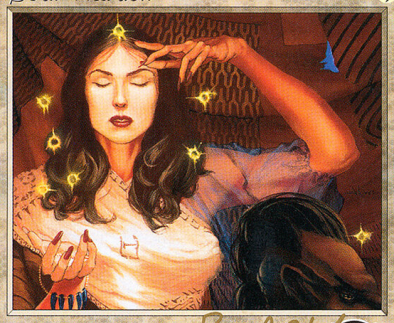
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

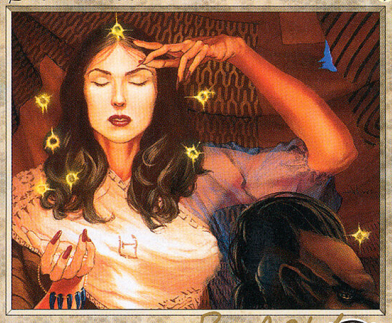
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

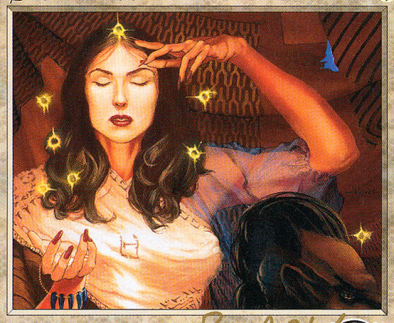
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

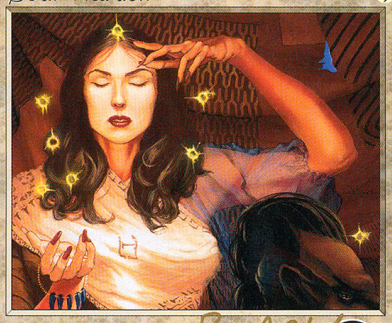
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

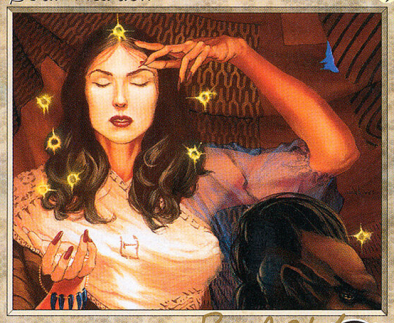
Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

Illus. Randy Gallegos
©1993–1998 Wizards of the Coast, Inc. 21/143
1/1