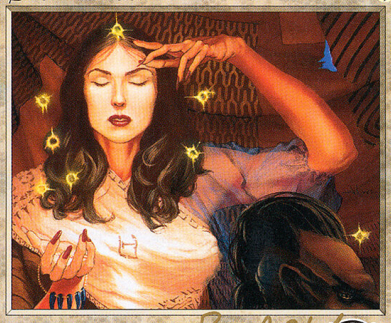
Soul Warden



Summon Cleric

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

Count carefully the souls and see that none are lost.

—Vec teaching

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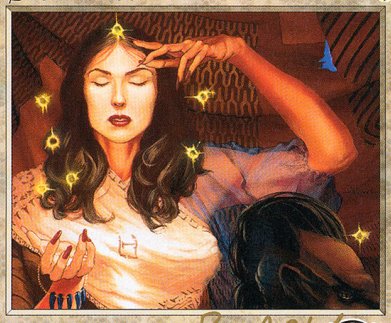
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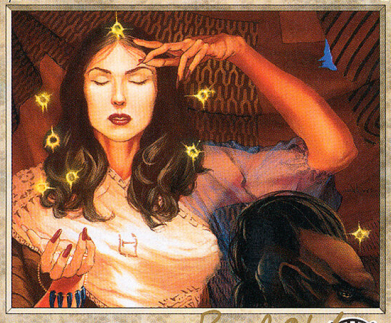
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