Soul Net 1



Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1



Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1



Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1



Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350

Soul Net 1

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 317/350