Soul Warden



Creature — Human Cleric

Whenever another creature enters, you gain 1 life.

She is sworn to the wayward spirits, just as they are sworn to her.

1/1

R 1708
SLD • EN Julie Bell

™ & © 2024 Wizards of the Coast

Soul Warden

Creature — Human Cleric

Whenever another creature enters, you gain 1 life.

She is sworn to the wayward spirits, just as they are sworn to her.

1/1

R 1708
SLD • EN Julie Bell

™ & © 2024 Wizards of the Coast

Soul Warden

Creature — Human Cleric

Whenever another creature enters, you gain 1 life.

She is sworn to the wayward spirits, just as they are sworn to her.

1/1

R 1708
SLD • EN Julie Bell

™ & © 2024 Wizards of the Coast

Soul Warden

Creature — Human Cleric

Whenever another creature enters, you gain 1 life.

She is sworn to the wayward spirits, just as they are sworn to her.

1/1

R 1708
SLD • EN Julie Bell

™ & © 2024 Wizards of the Coast

Soul Warden

Creature — Human Cleric

Whenever another creature enters, you gain 1 life.

She is sworn to the wayward spirits, just as they are sworn to her.

1/1

R 1708
SLD • EN Julie Bell

™ & © 2024 Wizards of the Coast

Soul Warden

Creature — Human Cleric

Whenever another creature enters, you gain 1 life.

She is sworn to the wayward spirits, just as they are sworn to her.

1/1

R 1708
SLD • EN Julie Bell

™ & © 2024 Wizards of the Coast

Soul Warden

Creature — Human Cleric

Whenever another creature enters, you gain 1 life.

She is sworn to the wayward spirits, just as they are sworn to her.

1/1

R 1708
SLD • EN Julie Bell

™ & © 2024 Wizards of the Coast

Soul Warden

Creature — Human Cleric

Whenever another creature enters, you gain 1 life.

She is sworn to the wayward spirits, just as they are sworn to her.

1/1

R 1708
SLD • EN Julie Bell

™ & © 2024 Wizards of the Coast

Soul Warden

Creature — Human Cleric

Whenever another creature enters, you gain 1 life.

She is sworn to the wayward spirits, just as they are sworn to her.

1/1

R 1708
SLD • EN Julie Bell

™ & © 2024 Wizards of the Coast

Soul Warden

Creature — Human Cleric

Whenever another creature enters, you gain 1 life.

She is sworn to the wayward spirits, just as they are sworn to her.

1/1

R 1708
SLD • EN Julie Bell

™ & © 2024 Wizards of the Coast