Soldevi heretic 2 (blue)



Summon Heretic

*, ⟳: Prevent up to 2 damage to any creature. Target opponent may draw a card.
"It cannot be! Soldev crushed, and my machines to blame?"
—Arcum Dagsson, Soldevi Machinist

Illus. Mike Kimble
© 1996 Wizards of the Coast, Inc. All rights reserved.
2/2

Soldevi heretic 2 (blue)



Summon Heretic

*, ⟳: Prevent up to 2 damage to any creature. Target opponent may draw a card.
"It cannot be! Soldev crushed, and my machines to blame?"
—Arcum Dagsson, Soldevi Machinist

Illus. Mike Kimble
© 1996 Wizards of the Coast, Inc. All rights reserved.
2/2

Soldevi heretic 2 (blue)



Summon Heretic

*, ⟳: Prevent up to 2 damage to any creature. Target opponent may draw a card.
"It cannot be! Soldev crushed, and my machines to blame?"
—Arcum Dagsson, Soldevi Machinist

Illus. Mike Kimble
© 1996 Wizards of the Coast, Inc. All rights reserved.
2/2

Soldevi heretic 2 (blue)



Summon Heretic

*, ⟳: Prevent up to 2 damage to any creature. Target opponent may draw a card.
"It cannot be! Soldev crushed, and my machines to blame?"
—Arcum Dagsson, Soldevi Machinist

Illus. Mike Kimble
© 1996 Wizards of the Coast, Inc. All rights reserved.
2/2