Soldevi Heretic 2 U



Summon Heretic

*, T: 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 U

Summon Heretic

*, T: 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 U

Summon Heretic

*, T: 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 U



Summon Heretic

*, T: 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 U

Summon Heretic

*, T: 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 U

Summon Heretic

*, T: 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 U



Summon Heretic

*, T: 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 U

Summon Heretic

*, T: 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 U

Summon Heretic

*, T: 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