Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R

Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R

Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R

Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R

Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R

Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R

Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R

Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R

Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1

Dwarven Soldier 1 R



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Illus. Randy Asplund-Faith
© 1994 Wizards of the Coast, Inc. All rights reserved.
2/1