Sin Collector 1 ⚫ ⚫



Creature — Human Cleric

When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

"That must weigh heavily on your soul. Let me purge it for you."

2/1

Mike Bierek

™ & © 2013 Wizards of the Coast 103/156

Sin Collector 1 ⚫ ⚫

Creature — Human Cleric

When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

"That must weigh heavily on your soul. Let me purge it for you."

2/1

Mike Bierek

™ & © 2013 Wizards of the Coast 103/156

Sin Collector 1 ⚫ ⚫

Creature — Human Cleric

When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

"That must weigh heavily on your soul. Let me purge it for you."

2/1

Mike Bierek

™ & © 2013 Wizards of the Coast 103/156

Sin Collector 1 ⚫ ⚫

Creature — Human Cleric

When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

"That must weigh heavily on your soul. Let me purge it for you."

2/1

Mike Bierek

™ & © 2013 Wizards of the Coast 103/156

Sin Collector 1 ⚫ ⚫

Creature — Human Cleric

When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

"That must weigh heavily on your soul. Let me purge it for you."

2/1

Mike Bierek

™ & © 2013 Wizards of the Coast 103/156

Sin Collector 1 ⚫ ⚫

Creature — Human Cleric

When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

"That must weigh heavily on your soul. Let me purge it for you."

2/1

Mike Bierek

™ & © 2013 Wizards of the Coast 103/156

Sin Collector 1 ⚫ ⚫

Creature — Human Cleric

When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

"That must weigh heavily on your soul. Let me purge it for you."

2/1

Mike Bierek

™ & © 2013 Wizards of the Coast 103/156

Sin Collector 1 ⚫ ⚫

Creature — Human Cleric

When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

"That must weigh heavily on your soul. Let me purge it for you."

2/1

Mike Bierek

™ & © 2013 Wizards of the Coast 103/156

Sin Collector 1 ⚫ ⚫

Creature — Human Cleric

When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

"That must weigh heavily on your soul. Let me purge it for you."

2/1

Mike Bierek

™ & © 2013 Wizards of the Coast 103/156