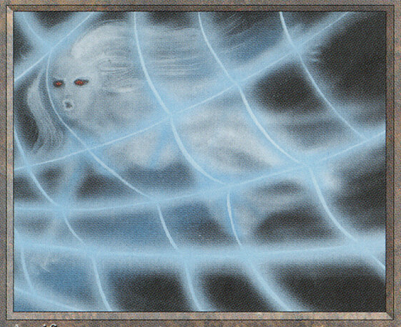
Soul Net 1



Artifact

1: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Illus. © Dameon Willich

Soul Net 1

Artifact

1: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Illus. © Dameon Willich

Soul Net 1

Artifact

1: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Illus. © Dameon Willich

Soul Net 1

Artifact

1: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Illus. © Dameon Willich

Soul Net 1

Artifact

1: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Illus. © Dameon Willich

Soul Net 1

Artifact

1: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Illus. © Dameon Willich

Soul Net 1

Artifact

1: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Illus. © Dameon Willich

Soul Net 1

Artifact

1: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Illus. © Dameon Willich

Soul Net 1

Artifact

1: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Illus. © Dameon Willich