Devout Witness 2



Creature — Spellshaper

1, , Discard a card from your hand: Destroy target artifact or enchantment.

The Cho-Arrim fought Mercadia's decadence with more than just swords.

Illus. Don Hazeltine
©1993–1999 Wizards of the Coast, Inc. 17/350

2/2

Devout Witness 2

Creature — Spellshaper

1, , Discard a card from your hand: Destroy target artifact or enchantment.

The Cho-Arrim fought Mercadia's decadence with more than just swords.

Illus. Don Hazeltine
©1993–1999 Wizards of the Coast, Inc. 17/350

2/2

Devout Witness 2

Creature — Spellshaper

1, , Discard a card from your hand: Destroy target artifact or enchantment.

The Cho-Arrim fought Mercadia's decadence with more than just swords.

Illus. Don Hazeltine
©1993–1999 Wizards of the Coast, Inc. 17/350

2/2

Devout Witness 2

Creature — Spellshaper

1, , Discard a card from your hand: Destroy target artifact or enchantment.

The Cho-Arrim fought Mercadia's decadence with more than just swords.

Illus. Don Hazeltine
©1993–1999 Wizards of the Coast, Inc. 17/350

2/2