Channel



Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel



Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel



Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel



Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast

Channel

Sorcery 30TH EDITION

Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add ◇.

U 0184
30A • EN Richard Thomas

™ & © 2022 Wizards of the Coast