Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman



Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast

Ire Shaman

Creature — Orc Shaman

Ire Shaman can't be blocked except by two or more creatures.

Megamorph {3}{R} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

2/1

141/264 R
DTK • EN Jack Wang

™ & © 2015 Wizards of the Coast