

Dragon's Rage Channeler



Creature — Human Shaman

Whenever you cast a noncreature spell, surveil 1.
Delirium — As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

R 2048

SLD • EN

MOLLY MENDOZA

TM & © 2025 Wizards of the Coast

Dragon's Rage Channeler



Creature — Human Shaman

Whenever you cast a noncreature spell, surveil 1.
Delirium — As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

R 2048

SLD • EN

MOLLY MENDOZA

TM & © 2025 Wizards of the Coast

Dragon's Rage Channeler



Creature — Human Shaman

Whenever you cast a noncreature spell, surveil 1.
Delirium — As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

R 2048

SLD • EN

MOLLY MENDOZA

TM & © 2025 Wizards of the Coast

Dragon's Rage Channeler



Creature — Human Shaman

Whenever you cast a noncreature spell, surveil 1.
Delirium — As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

R 2048

SLD • EN

MOLLY MENDOZA

TM & © 2025 Wizards of the Coast

Dragon's Rage Channeler



Creature — Human Shaman

Whenever you cast a noncreature spell, surveil 1.
Delirium — As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

R 2048

SLD • EN

MOLLY MENDOZA

TM & © 2025 Wizards of the Coast

Dragon's Rage Channeler



Creature — Human Shaman

Whenever you cast a noncreature spell, surveil 1.
Delirium — As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

R 2048

SLD • EN

MOLLY MENDOZA

TM & © 2025 Wizards of the Coast

Dragon's Rage Channeler



Creature — Human Shaman

Whenever you cast a noncreature spell, surveil 1.
Delirium — As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

R 2048

SLD • EN

MOLLY MENDOZA

TM & © 2025 Wizards of the Coast

Dragon's Rage Channeler



Creature — Human Shaman

Whenever you cast a noncreature spell, surveil 1.
Delirium — As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

R 2048

SLD • EN

MOLLY MENDOZA

TM & © 2025 Wizards of the Coast

Dragon's Rage Channeler



Creature — Human Shaman

Whenever you cast a noncreature spell, surveil 1.
Delirium — As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

R 2048

SLD • EN

MOLLY MENDOZA

TM & © 2025 Wizards of the Coast