Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose



Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast

Reviving Dose

Instant

You gain 3 life.
Draw a card.

Samite healers never mix their pungent elixir with sweetener or tea. The threat of a second dose is enough to get most warriors back on their feet.

097/221 C
CN2 • EN
D. Alexander Gregory

™ & © 2016 Wizards of the Coast