Eternal Witness 1GG



Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG



Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG



Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG



Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1

Eternal Witness 1GG

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

Illus. Chris Rahn
™ & © 2020 Wizards of the Coast 361

2/1