Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast

Shamanic Revelation

Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

211 R
SCD • EN
Cynthia Sheppard

™ & © 2022 Wizards of the Coast