Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

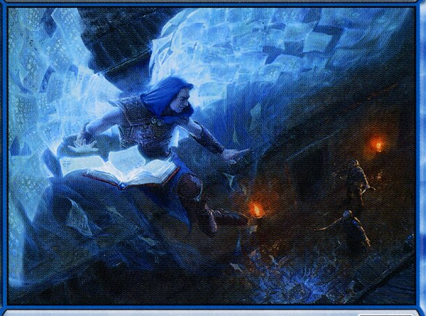
Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

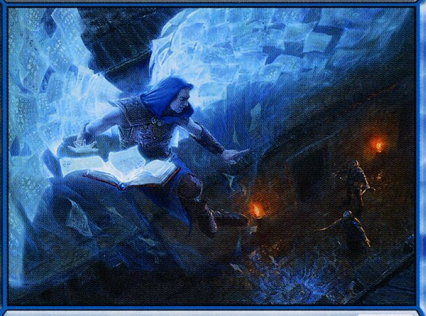
Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

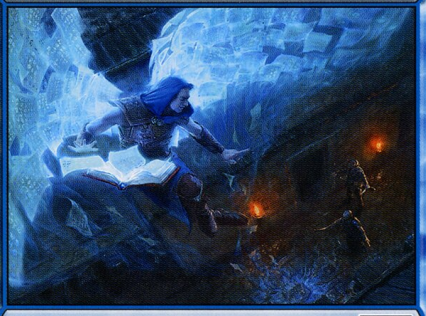
Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

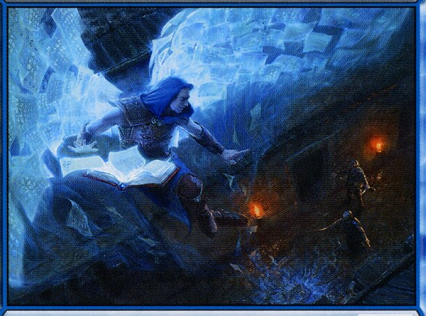
Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

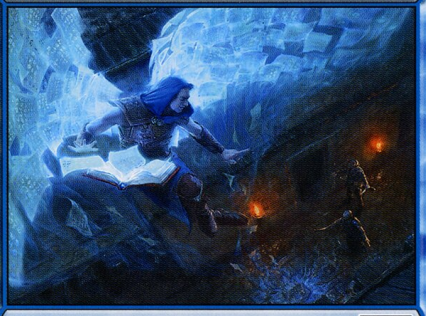
Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

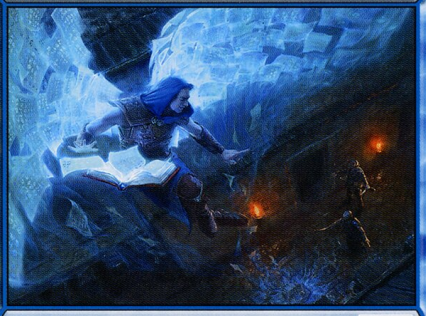
Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

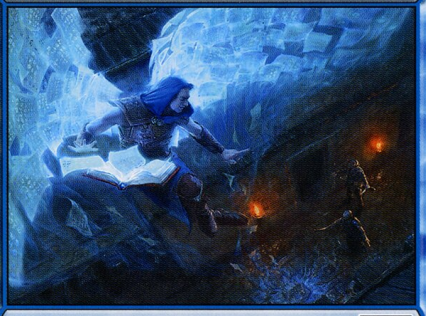
Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

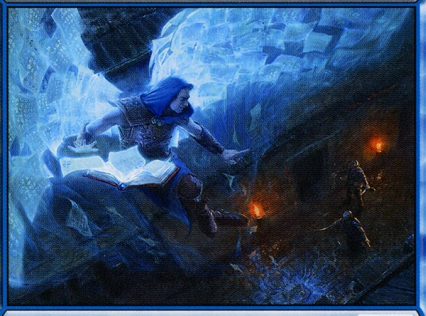
Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read



Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast

Rousing Read

Enchantment — Aura

Enchant creature
When Rousing Read enters the battlefield, draw two cards, then discard a card.
Enchanted creature gets +1/+1 and has flying.

Great literature can transport the reader.

067/274 C
M21 • EN
Campbell White

™ & © 2020 Wizards of the Coast