Feral Animist {1}{R}{G}



Creature — Goblin Shaman

{3}: Feral Animist gets +X/+0 until end of turn, where X is its power.

"Channeling the rage of the beast is the easy part. Explaining why you woke up with no memory in a pile of mangled lawmages—that's trickier."

Dave Kendall

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