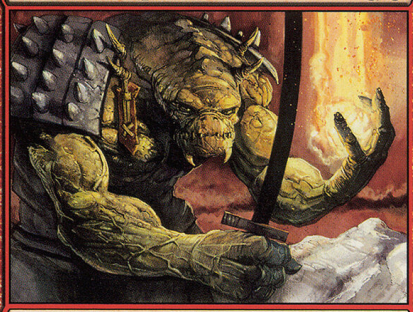
Sokenzan Spellblade 4R



Creature — Ogre Samurai Shaman

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

1R: Sokenzan Spellblade gets +X/+0 until end of turn, where X is the number of cards in your hand.

2/3

Carl Critchlow

™ & © 1993-2005 Wizards of the Coast, Inc. 115/165

Sokenzan Spellblade 4R

Creature — Ogre Samurai Shaman

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

1R: Sokenzan Spellblade gets +X/+0 until end of turn, where X is the number of cards in your hand.

2/3

Carl Critchlow

™ & © 1993-2005 Wizards of the Coast, Inc. 115/165

Sokenzan Spellblade 4R

Creature — Ogre Samurai Shaman

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

1R: Sokenzan Spellblade gets +X/+0 until end of turn, where X is the number of cards in your hand.

2/3

Carl Critchlow

™ & © 1993-2005 Wizards of the Coast, Inc. 115/165

Sokenzan Spellblade 4R

Creature — Ogre Samurai Shaman

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

1R: Sokenzan Spellblade gets +X/+0 until end of turn, where X is the number of cards in your hand.

2/3

Carl Critchlow

™ & © 1993-2005 Wizards of the Coast, Inc. 115/165

Sokenzan Spellblade 4R

Creature — Ogre Samurai Shaman

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

1R: Sokenzan Spellblade gets +X/+0 until end of turn, where X is the number of cards in your hand.

2/3

Carl Critchlow

™ & © 1993-2005 Wizards of the Coast, Inc. 115/165

Sokenzan Spellblade 4R

Creature — Ogre Samurai Shaman

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

1R: Sokenzan Spellblade gets +X/+0 until end of turn, where X is the number of cards in your hand.

2/3

Carl Critchlow

™ & © 1993-2005 Wizards of the Coast, Inc. 115/165

Sokenzan Spellblade 4R

Creature — Ogre Samurai Shaman

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

1R: Sokenzan Spellblade gets +X/+0 until end of turn, where X is the number of cards in your hand.

2/3

Carl Critchlow

™ & © 1993-2005 Wizards of the Coast, Inc. 115/165

Sokenzan Spellblade 4R

Creature — Ogre Samurai Shaman

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

1R: Sokenzan Spellblade gets +X/+0 until end of turn, where X is the number of cards in your hand.

2/3

Carl Critchlow

™ & © 1993-2005 Wizards of the Coast, Inc. 115/165

Sokenzan Spellblade 4R

Creature — Ogre Samurai Shaman

Bushido 1 *(When this blocks or becomes blocked, it gets +1/+1 until end of turn.)*

1R: Sokenzan Spellblade gets +X/+0 until end of turn, where X is the number of cards in your hand.

2/3

Carl Critchlow

™ & © 1993-2005 Wizards of the Coast, Inc. 115/165