Storm Shaman 2



Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2



Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2



Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2



Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4

Storm Shaman 2

Creature — Cleric

: Storm Shaman gets +1/+0 until end of turn.

She speaks with the voice of the winds, and the earth trembles.

Illus. D. J. Cleland-Hura
™ & © 1993–2001 Wizards of the Coast, Inc. 222/350

0/4