Temur War Shaman 4



Creature — Human Shaman

When Temur War Shaman enters the battlefield, manifest the top card of your library. *(Put that card onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

Whenever a permanent you control is turned face up, if it's a creature, you may have it fight target creature you don't control.

4/5

142 / 185 P Intro Pack
PRM • EN Raymond Swanland

Temur War Shaman 4

Creature — Human Shaman

When Temur War Shaman enters the battlefield, manifest the top card of your library. *(Put that card onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

Whenever a permanent you control is turned face up, if it's a creature, you may have it fight target creature you don't control.

4/5

142 / 185 P Intro Pack
PRM • EN Raymond Swanland

Temur War Shaman 4

Creature — Human Shaman

When Temur War Shaman enters the battlefield, manifest the top card of your library. *(Put that card onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

Whenever a permanent you control is turned face up, if it's a creature, you may have it fight target creature you don't control.

4/5

142 / 185 P Intro Pack
PRM • EN Raymond Swanland

Temur War Shaman 4

Creature — Human Shaman

When Temur War Shaman enters the battlefield, manifest the top card of your library. *(Put that card onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

Whenever a permanent you control is turned face up, if it's a creature, you may have it fight target creature you don't control.

4/5

142 / 185 P Intro Pack
PRM • EN Raymond Swanland

Temur War Shaman 4

Creature — Human Shaman

When Temur War Shaman enters the battlefield, manifest the top card of your library. *(Put that card onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

Whenever a permanent you control is turned face up, if it's a creature, you may have it fight target creature you don't control.

4/5

142 / 185 P Intro Pack
PRM • EN Raymond Swanland

Temur War Shaman 4

Creature — Human Shaman

When Temur War Shaman enters the battlefield, manifest the top card of your library. *(Put that card onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

Whenever a permanent you control is turned face up, if it's a creature, you may have it fight target creature you don't control.

4/5

142 / 185 P Intro Pack
PRM • EN Raymond Swanland

Temur War Shaman 4

Creature — Human Shaman

When Temur War Shaman enters the battlefield, manifest the top card of your library. *(Put that card onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

Whenever a permanent you control is turned face up, if it's a creature, you may have it fight target creature you don't control.

4/5

142 / 185 P Intro Pack
PRM • EN Raymond Swanland

Temur War Shaman 4

Creature — Human Shaman

When Temur War Shaman enters the battlefield, manifest the top card of your library. *(Put that card onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

Whenever a permanent you control is turned face up, if it's a creature, you may have it fight target creature you don't control.

4/5

142 / 185 P Intro Pack
PRM • EN Raymond Swanland

Temur War Shaman 4

Creature — Human Shaman

When Temur War Shaman enters the battlefield, manifest the top card of your library. *(Put that card onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

Whenever a permanent you control is turned face up, if it's a creature, you may have it fight target creature you don't control.

4/5

142 / 185 P Intro Pack
PRM • EN Raymond Swanland