Shamanic Revelation 3



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

138/185 R
FRF ★ EN Cynthia Sheppard
™ & © 2015 Wizards of the Coast

Shamanic Revelation 3



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

138/185 R
FRF ★ EN Cynthia Sheppard
™ & © 2015 Wizards of the Coast

Shamanic Revelation 3



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

138/185 R
FRF ★ EN Cynthia Sheppard
™ & © 2015 Wizards of the Coast

Shamanic Revelation 3



Sorcery

Draw a card for each creature you control.

Ferocious — You gain 4 life for each creature you control with power 4 or greater.

First, whispers of ancient days. Then, visions of things to come.

138/185 R
FRF ★ EN Cynthia Sheppard
™ & © 2015 Wizards of the Coast